WORLD CUP FEVER FOOTBALL SPECIAL!

£1.85
July 1990

SINCLAIR user

No. 101



WIN: BAR FOOTY TABLE! SEXY SUNGLASSES! KERRY DIXON'S BALLS!
(He's even signed them, missus!)

EXCLUSIVE!
- OCEAN'S ADIDAS
- WORLD CUP SOCCER
- ITALY 1990
- KENNY DALGLISH
- MAN UNITED

M X C FUTURE...







"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an a experience ... Ocean's first flight sim is the best out!" Zzap 97%.





SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer featuring interactive scenic backdrops1 The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. Athousand years of the Ninjitsu secrets at your fingertips... the Phoenix Backflip,Triple Blow Combination, Flying Neck Throw, Hang Kick and more, give you a formidable amoury of stunning moves. Take your techniques to the streets

SHADOW WARRIOR...
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Toe-puntin' Red-cardin' Hair permin' FOOTBALL SPECIAL!



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DOUBLEHITS TAPE > 6

Here we go indeed, with two superb football experiences! On side A there's Super Soccer, a studs-high battle of skill and courage. And side B offers you an exclusive chance to sample for yourself the delights of Ocean's forthcoming Adidas Championship Soccer (128k machines only). Plus! 20 brand-new pokes on tape.

COINOPS > 56

You've all heard about G-Lock. Well we've got all the hot info you won't have read anywhere else. Bandits at 3 o'clock indeed.



SOFTWARE





AMAZING FOOTY COMPO 22

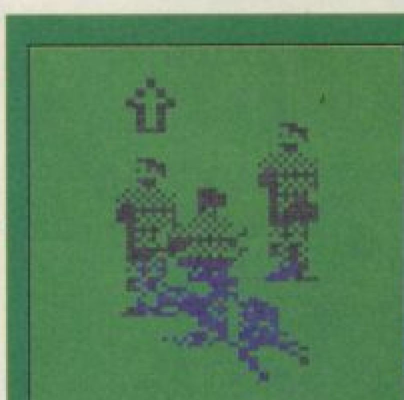
There's only one Kerry Dixon/Only one Kerry Di-xon! And we've got his balls - signed! Yus. The England superstar has put his monicker on two triff Wembley balls and THEY



CHECK OUT > 64

Eeek! It's horrible! It's rubbery! It's flying! It's Green! Aiiiieeeee!...



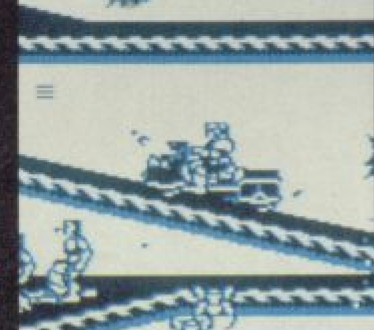


FOOTBALL ROUNDUP > 24

Recent years have seen some less than excellent renditions of Our National Sport. This year is no exception. To find out the full-time results, read our definitive round up.

DREDD PREVIEW 76

Ruff n'tuff, strong'n'long (well, tall). Ol' JD has been roughing people up in the name of futuristic justice for a fair few years now and now Virgin have got the rights to produce a Dredd game. Read all about it.



CONNECT 35

Bend those staples!

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DOUBLE HITS 2

FOOTBALL FEVER!

Welcome to our fabsy Footy Doublehits Tape! The boys at Ocean have done us proud again, supplying us with two rather special slices of Football code. On Side A, there's a complete copy of the excellent Super Soccer; a football classic. There are also 20 pokes to help you get to new levels of excitement in your favourite games. Side B bears an exclusive playable demo of Ocean's forthcoming smash, Adidas Championship Soccer.

Running Order:

Side A:

Super Soccer/20 Pokes!

Side B:

Adidas Championship Soccer Playable demo.

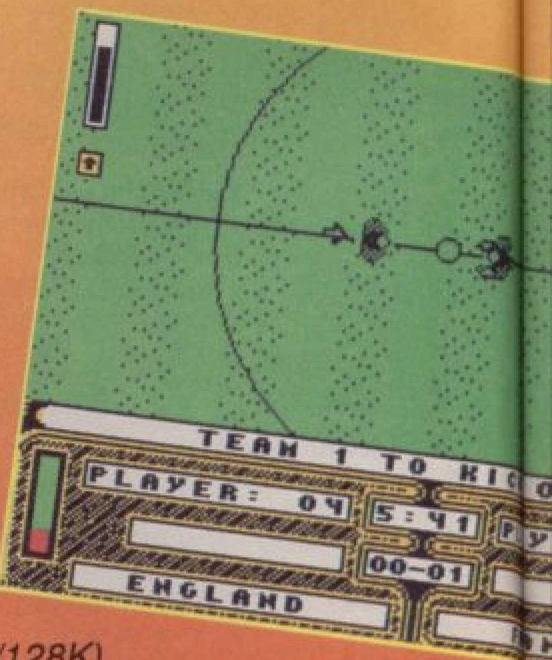
ADIDAS CHAMPIONSHIP FOOTBALL

Read the review of this excellent game on page 10 and then load this demo and check it out. Follow the on-screen instructions. Press 1 to start. Need we say more? Check it out.

The Pokes

Our new agent, Captain Poke, has been beavering away in his top secret hideout preparing for us TER-WEN-TEY of the slickest, gamebustin' pokes you could possible imagine. And here's the list:

Hopping Mad
American Turbo King
Yogi Bear
Future Bike Sim
Guardian II
E-Motion (128k/48k)
Speedboat Assassin
Darius +
Dan Dare III
Jungle Warfare
Black Tiger
F16 Fighting Falcon
Dizzy III
Snowball In hell
Double Dragon II
Ghouls'n'Ghosts (48K/128K)
Impossmole



SUPER SOCCER

Main Menu:

This has four status boxes on the right hand side showing: Number of players, Level of play, Mode of play, Length of match. Press "S" To start the game. Press "P" to select the number of players from 1 to 8. Selecting two players automatically selects single game and three players select tournament mode. Press "L" to advance the level of difficulty between 1 and 3. Press "M" to change mode between tournament. Press "T" to change the total length of a game between 10, 20 and 30 minutes. Press "C" for colour editor and "E" for the names editor.

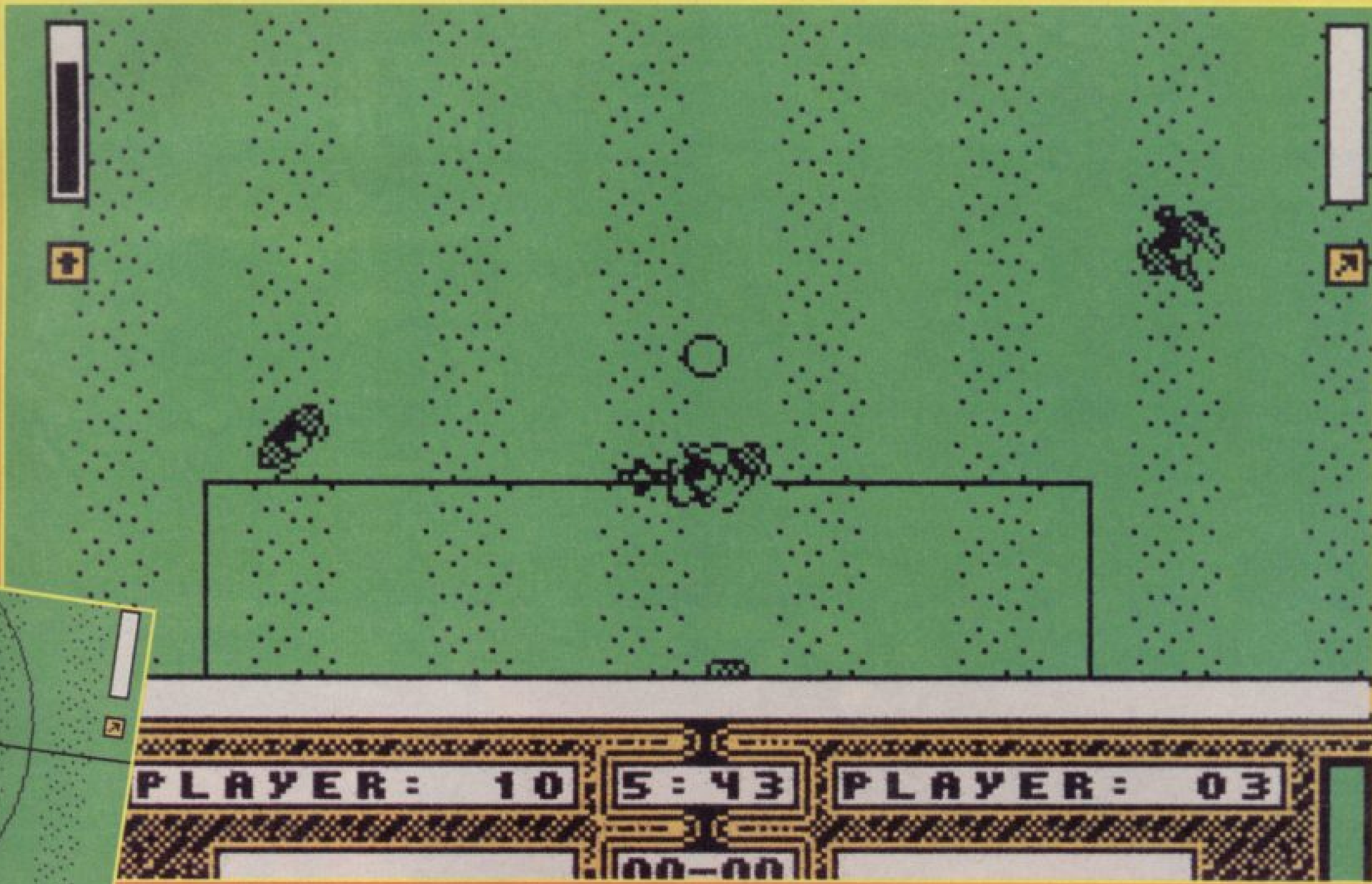
Playing the Game:

When entering the Tournament the screen will clear and you will be presented with the draw for the first round. All human controlled teams are highlighted in white. From the Tournament page you can press "space" to advance, ie: play the next game. If there are any humans involved it woll go to the Controls Editor. "A" will abort the tournament. This will return to the main menu. On Reentering the tournament, the first round will have been re-drawn.

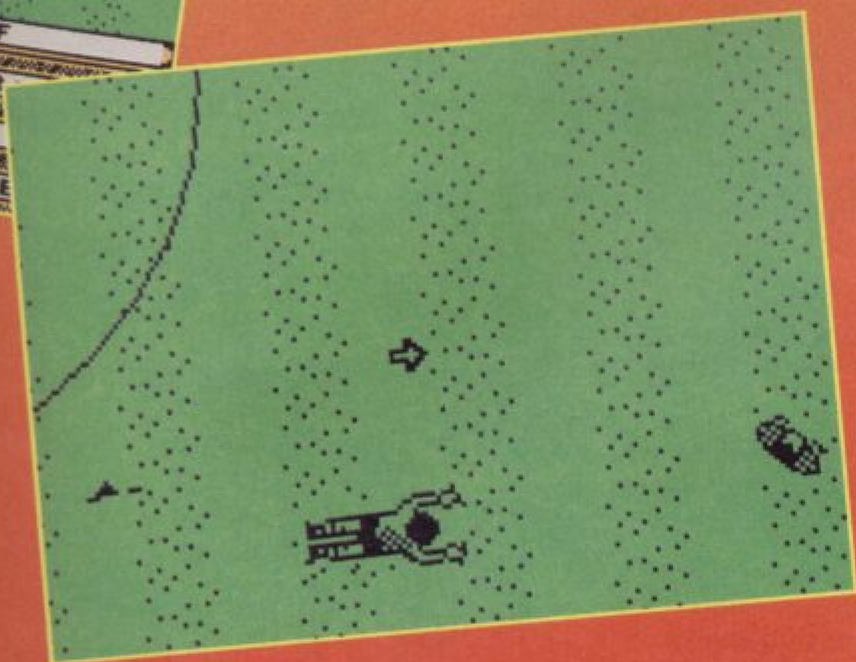


Hints and Tips:

Dribbling the ball is automatic. Using Fire when in close proximity to an opposing player with the ball will cause you to slide-tackle him. To kick the ball once in your possession, build up the "force" bar at the bottom of the screen, then push the joystick to indicate direction and then touch the ball to make the kick.

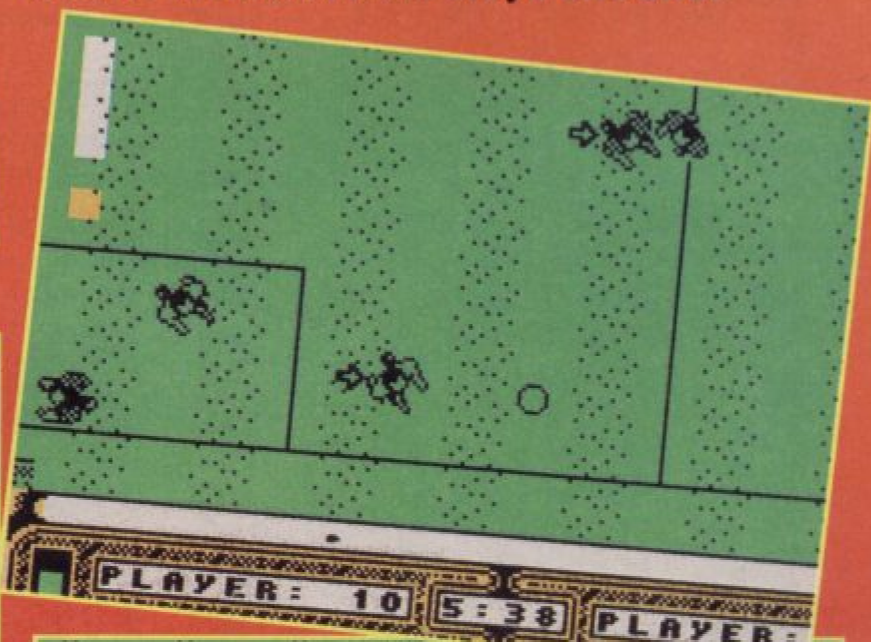


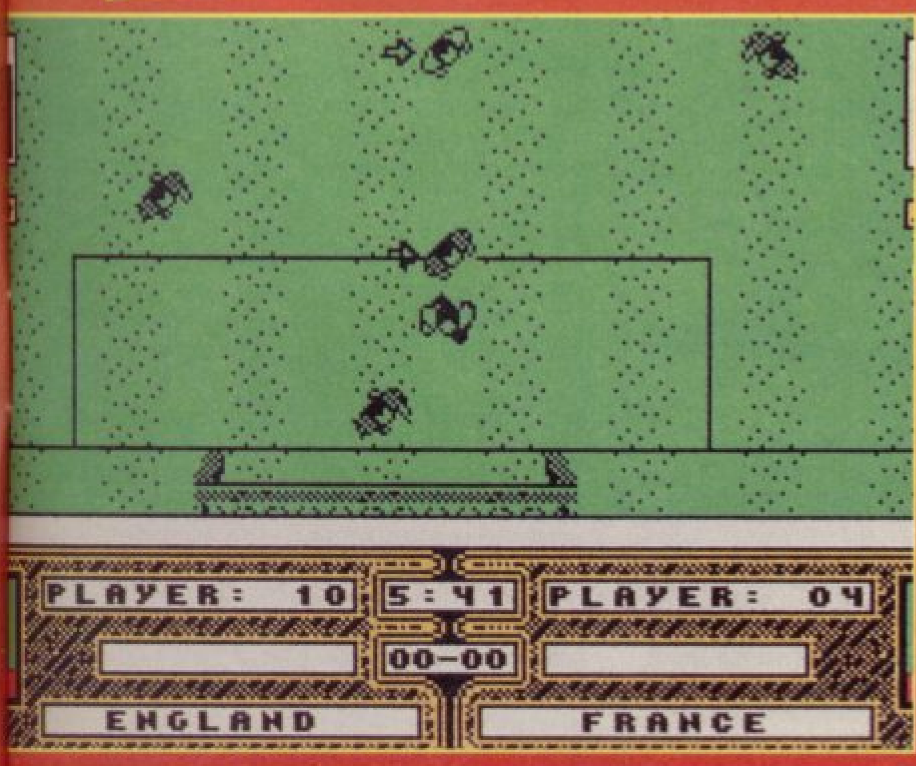




NOTE:

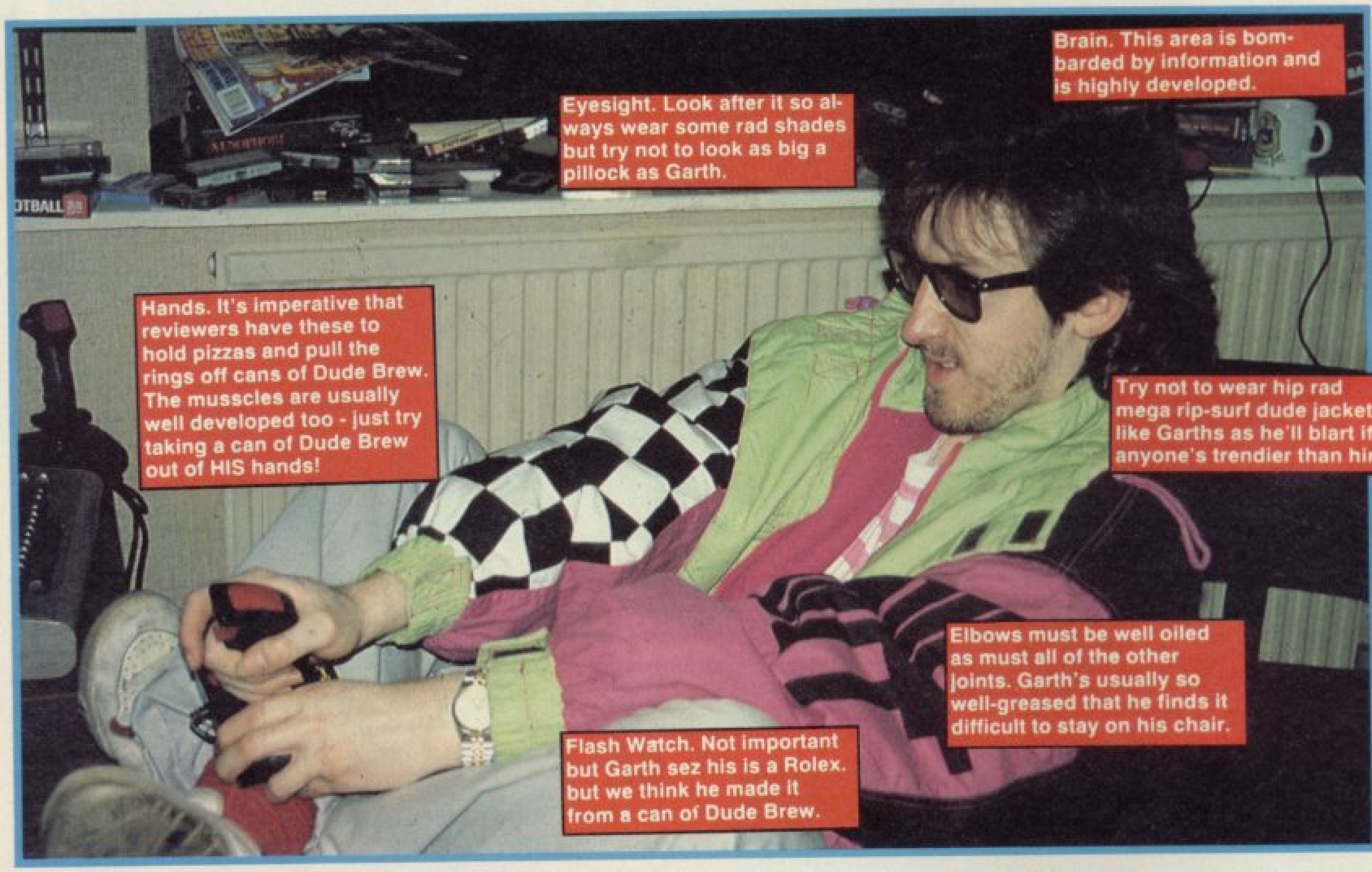
Adidas Championship football will not run on 48k machines.
If you have loading difficulties with your tape, try adjusting the head alignment and the volume control. If you still have no success, or your tape is damaged, return it for a free replacement to; Spool Duplication, First Avenue, Deeside Industrial Park, Clwyd CH5 2NU.







THE SCORES ON THE DOORS...



SCORES

SU Reviews: The WHY, WHERE & HOW

Our overall scores are NOTHING TO DO with the marks for Graphics, Sound, Playability or Lastability. The overall gives you the reviewer's view of whether you should dive into your pockets and buy a game or not.Check out the overall scores below to see what we're really saying with an overall mark.

0 - 9% It's a zero, a complete and utter void of a game that's not worth the tape it's on.

10 - 19% Heavily poor. Don't even spend someone else's money on this.

20 - 29% There's something there but we're just not too sure what it is.

30 - 39% There's game here but it's a bit of a stinker. Buy it and regret it!

40 - 49% Okay as long as you don't expect your games to be racey, pacey, clear or collectable.

50 - 59% Now we're getting somewhere. A game that's above average but not an essential buy.

60 - 69%
It's a game that suffers from a deficientcy in some area(s) but has large potential.

70 - 79%
The big boys' league. This software's hot but you couldn't fry an egg on it.

80 - 89%
A real sizzler. You should be able to buy these games with no regrets.

90 - 99% A real wicked rip snorter and not to be missed! Wear asbestos gloves when you play!

100% No-one gets 100% There isn't a gamc out that couldn't be improved upon. (Oh yeah?) Yeah!

ICONS

SCORES

Graphics	75
Playability	59
Sound	79
Lastability	78

OVERALL 82%

Okay, okay. So it's a bit like Tetris, but it's still great fun!
Label: Domark
Price: £8.95

CHRIS JENKINS

Playability
How well the controls are thought out and how easy they are to use and how progressive the game is.

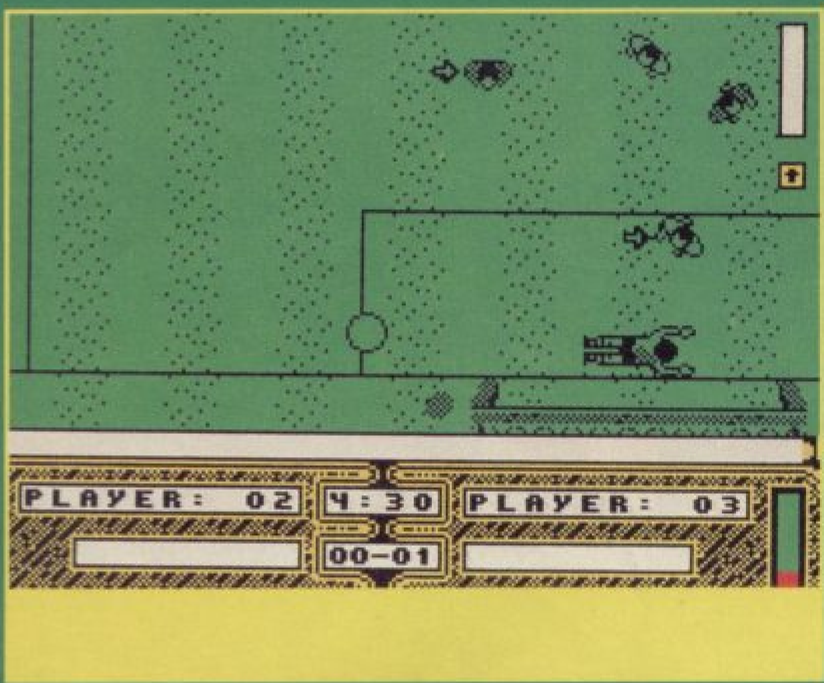
Graphics
How good are the graphics? This includes the movement, use of colour, clarity and overall artistic impression.

Sound
This is not just awarded for the most sound effects\sampling but is how well the sound adds to the atmosphere of the game.

Lastability
A high mark sh... a game has depth and addictiveness meaning that you'll just keep going back for more.


COMING SOON...
BACK TO THE FUTURE PART II
TM
DMC
image WORKS
TM
1
2
3
4
5
© 1990 MIRRORSOFT LTD © 1989 UCS & Amblin
IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 SCREENSHOTS: Atari ST 4 & 5 Courtesy of MCA

ADIDAS CHAMP FOO



And this is the one! For my money, Adidas Championship Football is the best of this year's offerings celebrating the Most Important Event In The World.

All the elements are there, from the excitement of the draw, through the early rounds, right up to the huge finale. And every stage is handled with the flair and style you'd expect to see from an international-standard team like Ocean.

You can opt to play against a mate or battle through the entire set of computer-controlled countries on your own.

The selection process is pretty straightforward - friendly, but straightforward. It's on the pitch where Adidas stands head and shoulders above the competition.

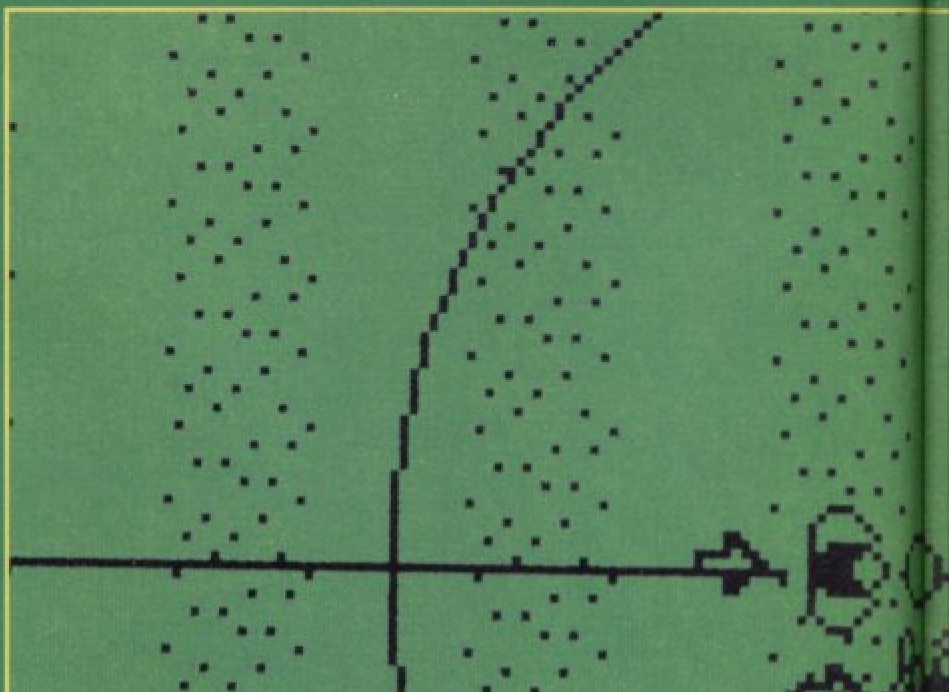
The screen scrolls extremely smoothly and the players (some in plain shirts, some in checks) run around at an entirely respectable rate. The action is better paced than the other titles we've seen this month. In fact, it's almost up to Kick Off 16 bit quality.

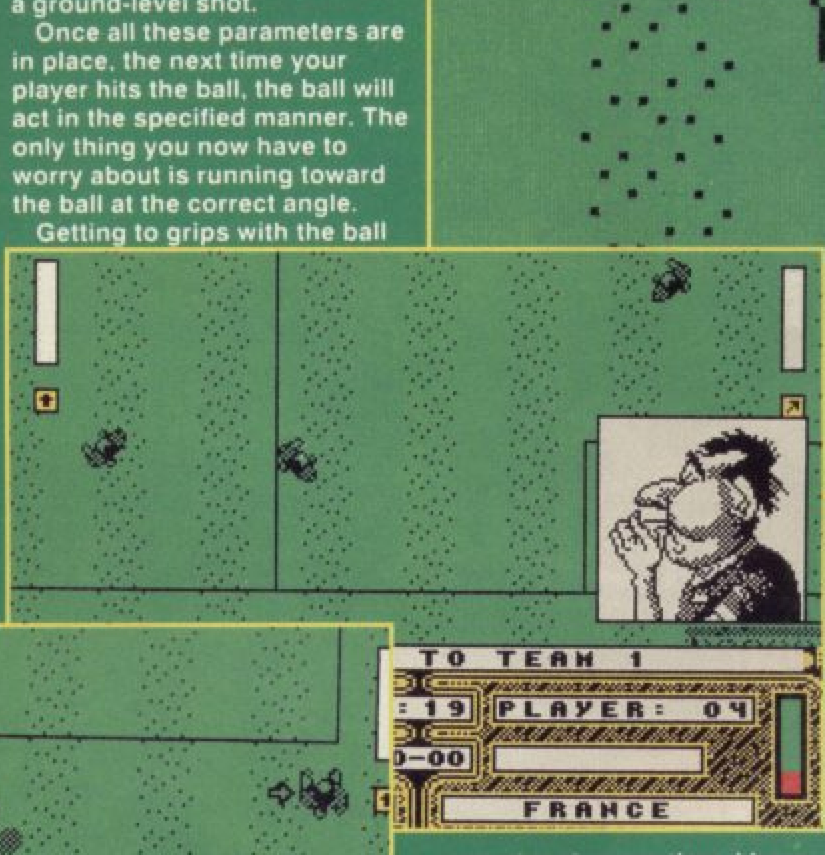
An arrow follows the player currently under control. The computer automatically switches your control to the player nearest the ball.

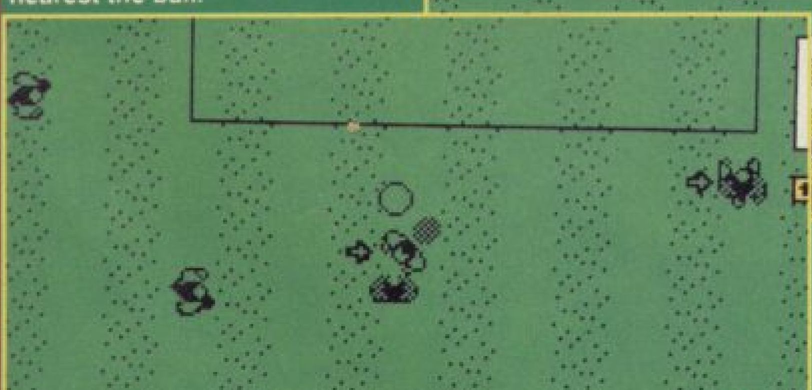
A gauge in each corner of the screen offers useful information about your player. The lower indicates his running ability (or state of fatigue). The lower this bar gets, the slower your man runs. This discourages over-use of star players and actually forces you to pass the ball. The top gauge indicates the style and strength of kick. The longer you hold the fire-button, the higher the gauge-reading and the harder the kick. Once the strength of the shot is determined, you can opt for a lob or a ground-level shot.

Once all these parameters are in place, the next time your player hits the ball, the ball will act in the specified manner. The only thing you now have to worry about is running toward the ball at the correct angle.

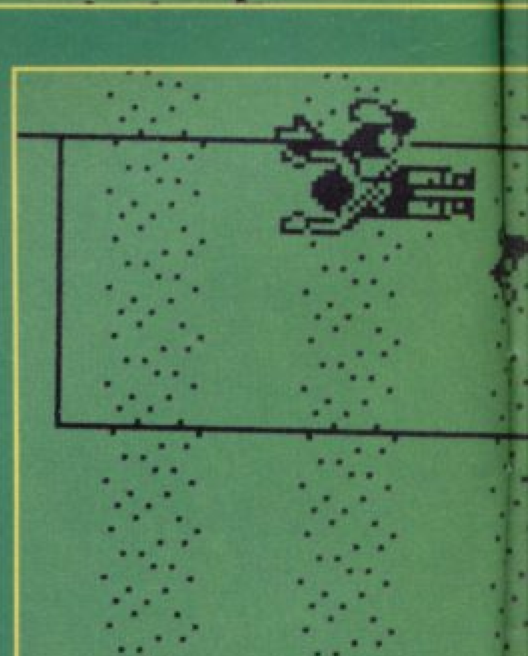
Getting to grips with the ball control took some time, I have to admit, but once I'd got the hang of it, there were no worries.



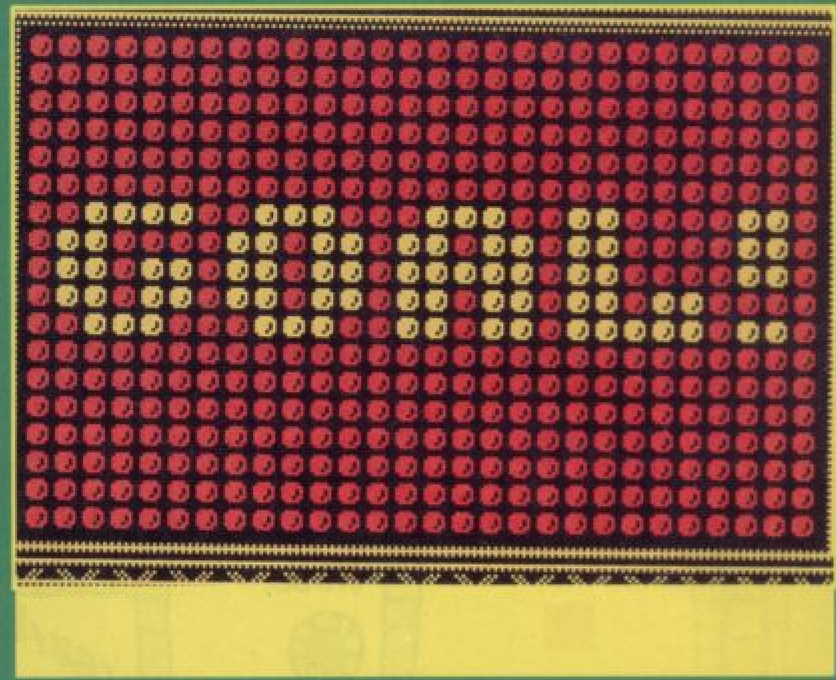


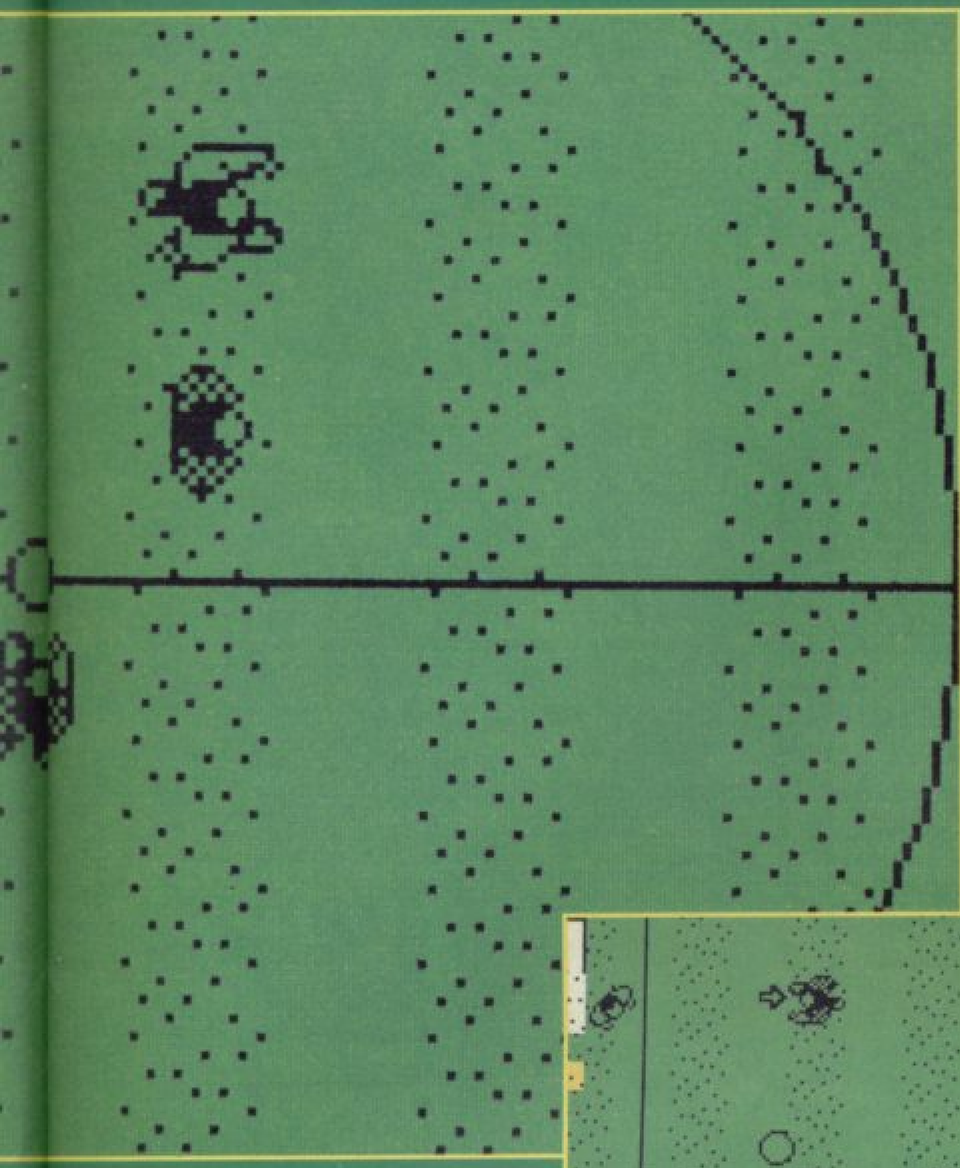


Goalkeepers are entirely under your control. Once an opposing attacker gets into the area with the ball, a simple left or right will make the keeper dive. So long as you're paying attention your (exceptionally tall) keeper should keep the onion bag largely free of balls. Obviously in games as important as these, tempers are bound to get a little strained and, now and again, people will end up on



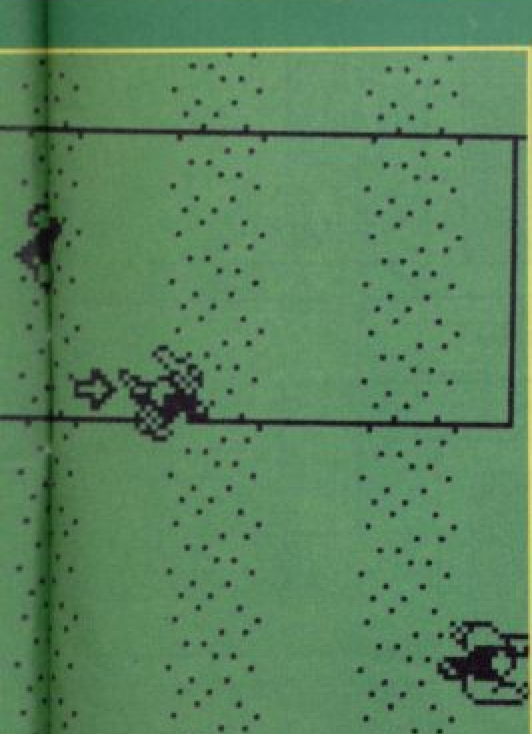
PIONSHIP
OTBALL











the floor. So it's a good job the Ref is on hand to dish out cards (Yellow and Fatal) to the offending ruffians. Such instances pop up in little bottom-right boxes.

The lower half of the screen is reserved for score-line information, remaining time on the clock (variable at your whim), who is currently "with" the ball and what position he plays. There's also a commentary line which throws up the most toe-curling platitudes on top of the usual info of who's been booked, who won the throw in etc. "The keeper was daydreaming" indeed.

If you're after endless screens full of stats and strategy, forget it. If, however, you want a realistic World Cup series of events and a thoroughly sound football arcade game; Adidas Championship Soccer is your man, er, men.

SCORES

Graphics	85
Sound	84
Playability	90
Lastability	86

OVERALL 90%

Excellent presentation. Great gameplay. Lots of detail too.

Label: Ocean Price: £9.99

JIM DOUGLAS

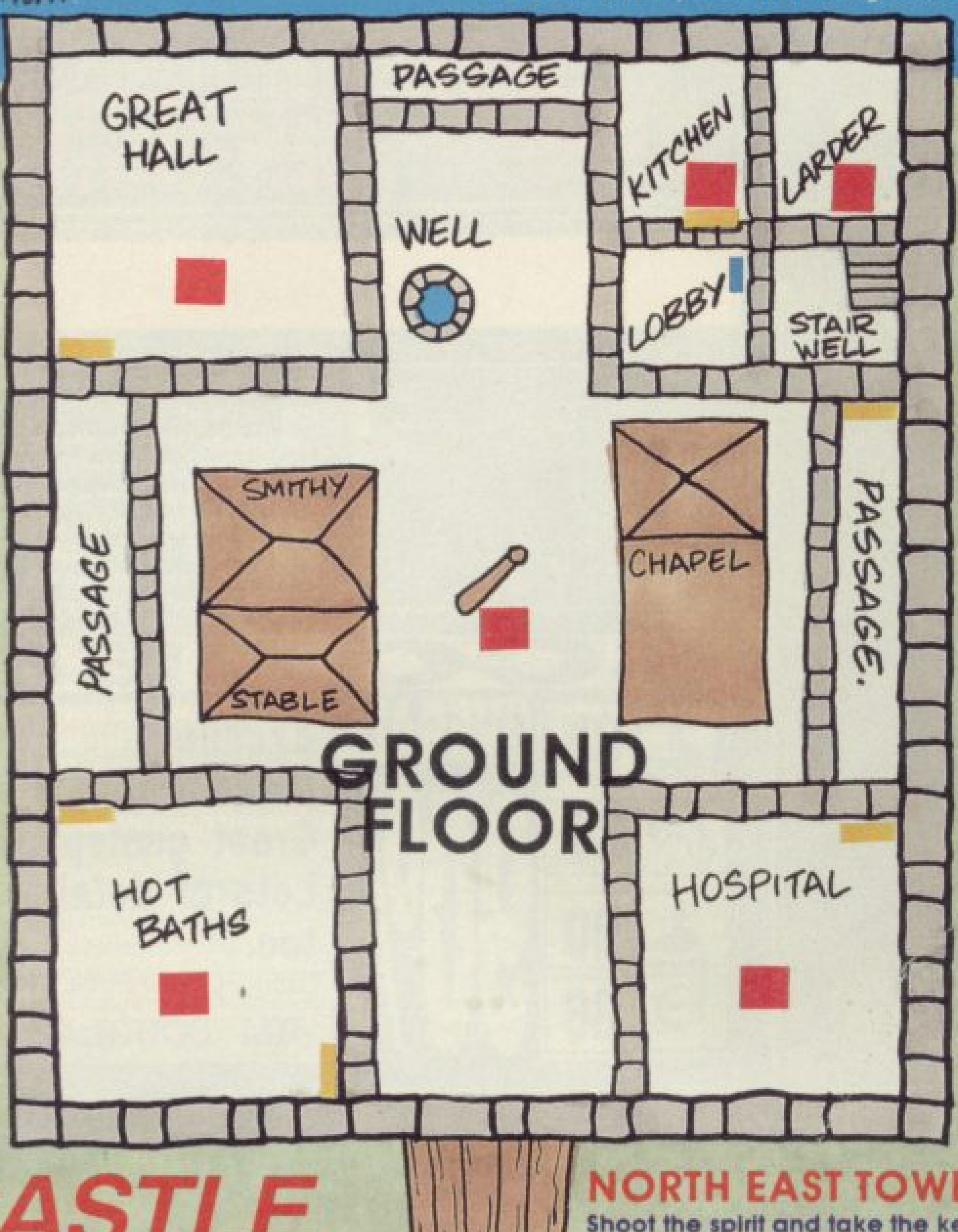
SINCLAIR USER CLASSIC



HACKING SQUAD

It's been a funny old time this month. We've finally got the Hacking Squad discount scheme organised - full details will be on the back of the membership cards themselves, suffice to say that Hacking Squad members will qualify for a juicy 20% discount off all full price games with participating software houses - that includes Domark, US Gold, Ocean and many others. Full lists of the skill software houses that are playing ball will be included with your Hacking Squad goodies.





CASTLE MASTER

Still wondering around around the bowels of Domark's Castle Master? Begining to smell yet? I bet you are so here to help you and to free you from your computer long enough to get a shower in are the maps to the first four levels of the game and some little hintlets to keep you alive until next month. All courtesy of Hacker Paul Hunter of East Kilbride in Scotland. I'll be sending you half a dozen full price-games and a goodie bag bursting with fullness and jiffy hardness in a short while. (Oh yes I will!)

Anyway, here are Hacker Hunter's tips for the first two levels just to wet your appetite and get you firmly into the game. Have a hackingly good time.

GROUND FLOOR

DRAWBRIDGE

Can't even get into the Castle eh? Well you're a violent no hoper but if you lob a brick at the panel on the wall then the drawbridge will lower.

NORTH EAST TOWER

Shoot the spirit and take the key to unlock the stairway. The other door here leads to the KITCHEN where you need to shoot the spirt which is in the form of a rat on the floor and take the food off the table.

HOSPITAL

The spirt's hanging around on the ceiling so look up to find him.

STAIRWAY EXITS

Ground floor door leads to the hospital First floor door leads to the library

Second floor door leads to the barracks

LIBRARY

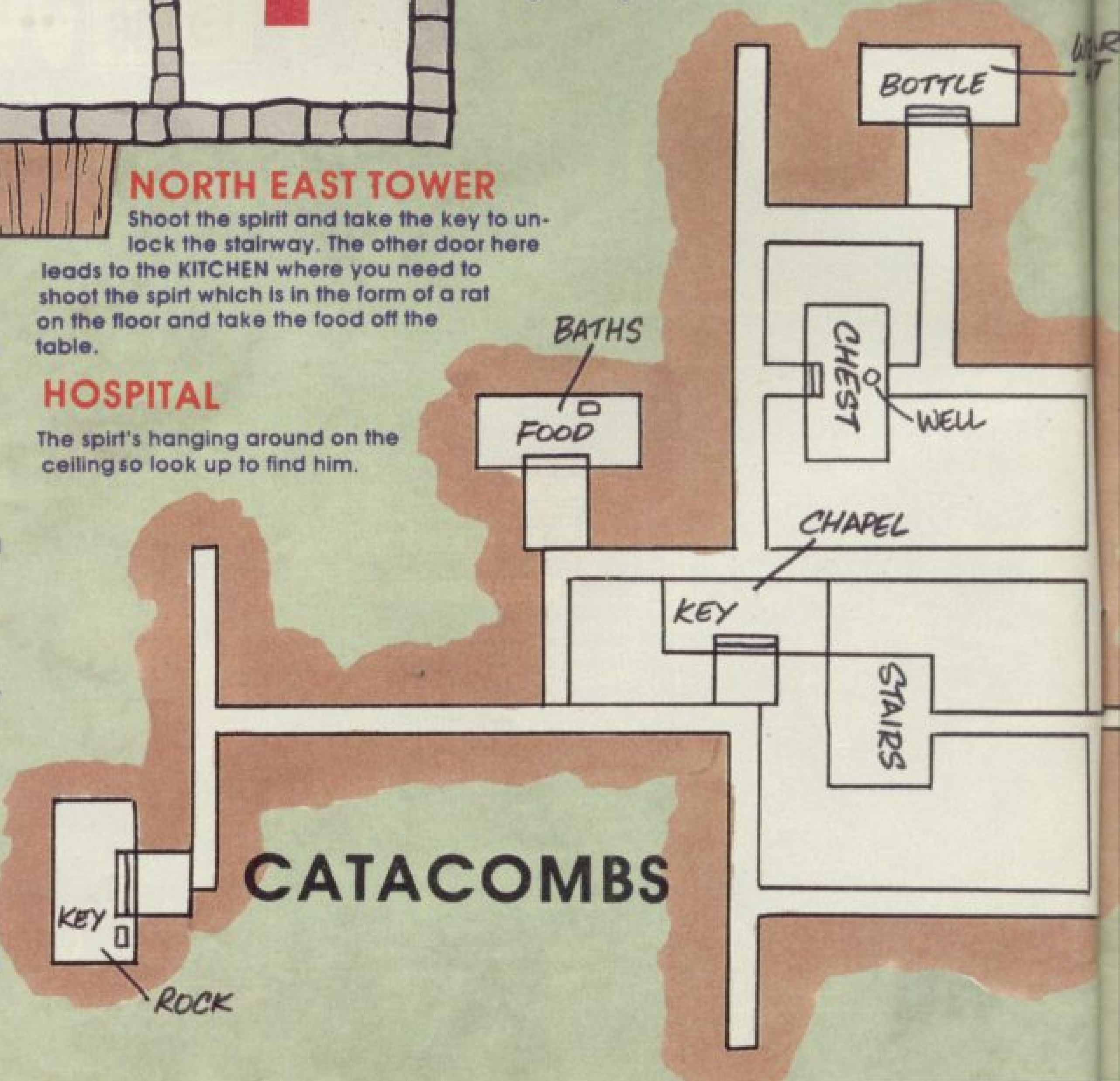
Action the highest book on the shelf to open the secret door to the Dragon's hoarde.

GREAT HALL

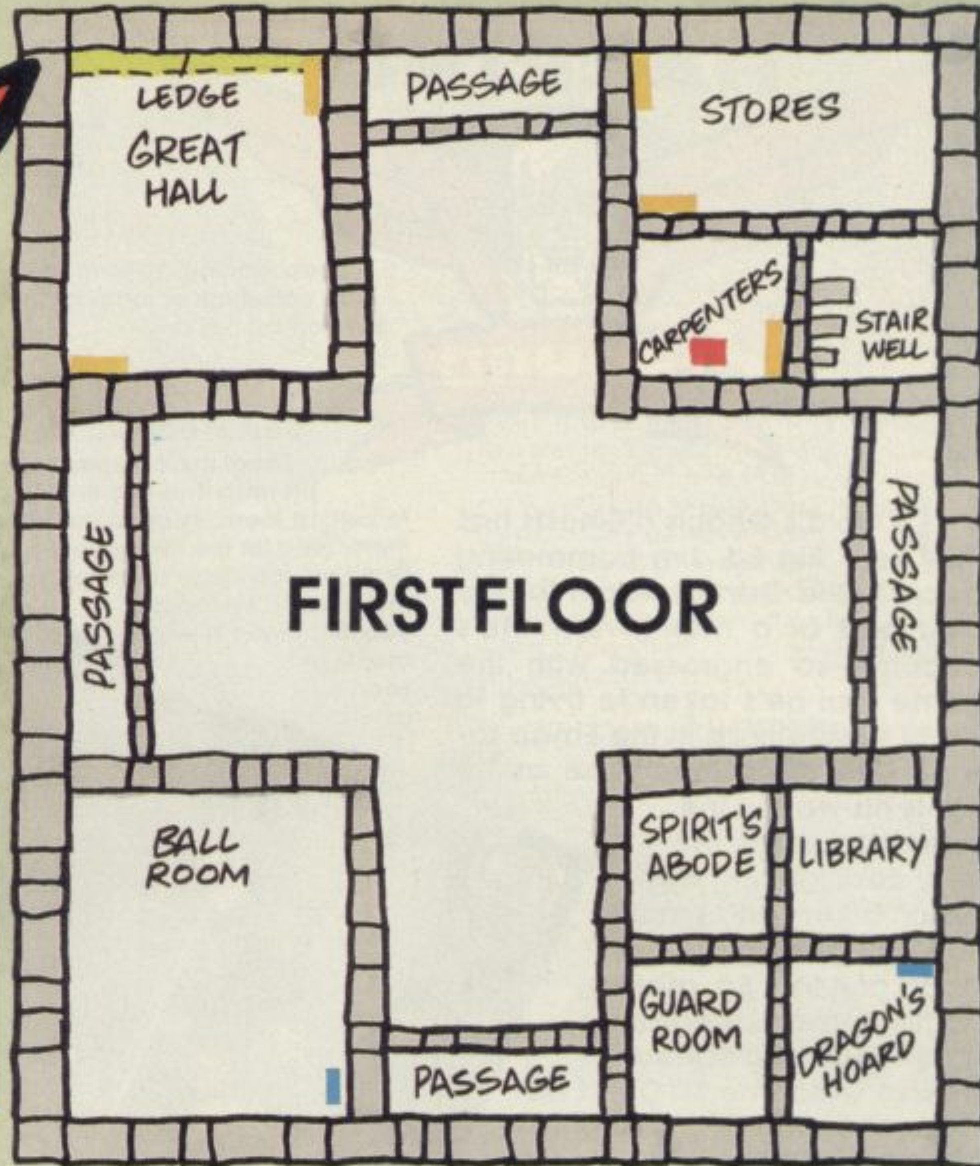
There's a spirit here so blast him and then take the food and continue to the hot baths.

HOT BATHS

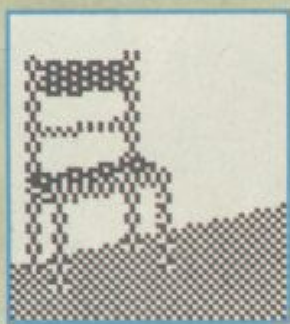
Pull the lever to drain the pool but don't go through the hole.



KING



KEY	
Spirit	
Open Door	
Locked Door	



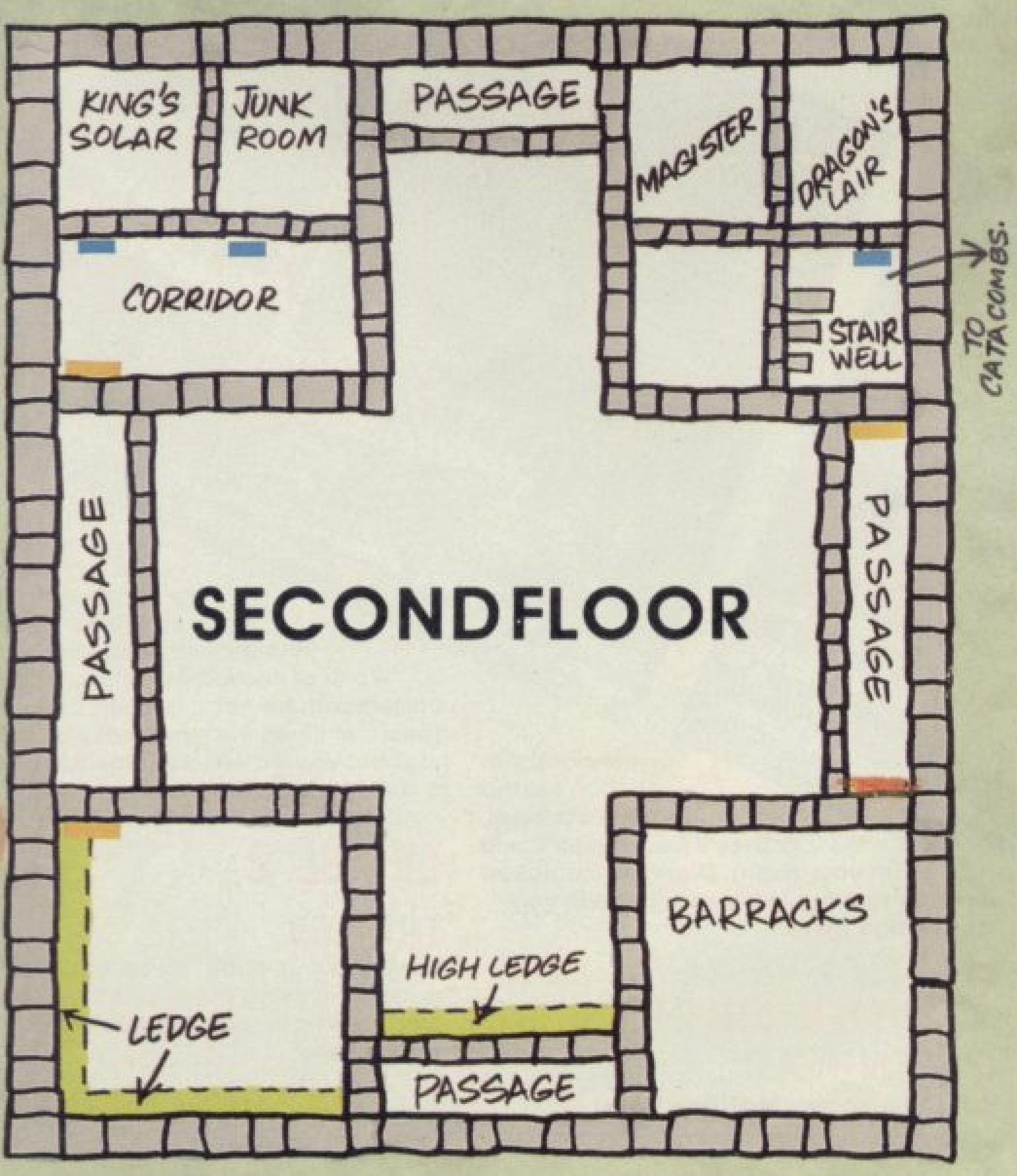
WELL
Look into the well and action it to collect a key to the Wizard's Hut outside the Castle. Inside there an object that will make you feel much better.

FLAGPOLE
Shoot the flag to release a flying spirit and then take the mutha out.

STABLE
Go around the back of the stables to find the smithy. There's treasure here under the

DRAWBRIDGE
Stand on the drawbridge and then close it to catapult yourself onto the top of the chapel to pick up the key to the sunk room.

CHAPEL
In the chapel, don't walk into the left stand.





FIRST FLOOR

CARPENTERS
Once here, go into the carpenters, shoot the spirit under the table and leave the object on the wall.

STORES
There's an enormous amount of scragg in here, which should keep you strength topped up nicely.

WHAT DO I DO NOW?
Ha! You'll have to wait until next month when we'll be giving you a few more hints about Castle Master so until it's all up to you. Oh yes, the hints and tips were from Hacker Paul Hunter from East Kilbride in Scotland. Ach aye th' noo and oddles of software and hacking goodies go to you. Welcome to the Squad.

HACKING SQUAD

GHOULS 'n' GHOSTS

US Gold's Ghouls'n'Ghosts has kept Big Ed. Jim hammering away in the Games Room for the best part of a month now. He's become so engrossed with the game that he's taken to trying to shoot the starlings in the Emap towers tree each lunchtime as he fights his way to the sweetshop past the very cool looking despatch bikers and I must say he's getting pretty good at it too. So, making his first guest appearance for the Hacking Squad, please welcome Mr Don't Get Caught By The Ghoulies himself. JIIIMM DOUUGLAS!!!!

LEVEL 1

GRAVEYARD:

Best Weapon: Lance

Keep working your way to the right. Ignore most of the pots; the weapon you've got is fine. Plug the skeletons by the skull-spitting plant and shoot the chest that appears. The mega-armour will pop out. Grab it and run straight through the first two guillotines. Don't bother building up megapower for the perched birds; they swoop faster if you do. Get directly underneath them and blast away.

WINDY TREES:

Keep running! So long as you progress, you can duck or jump all the whirlwinds. But don't shoot any.

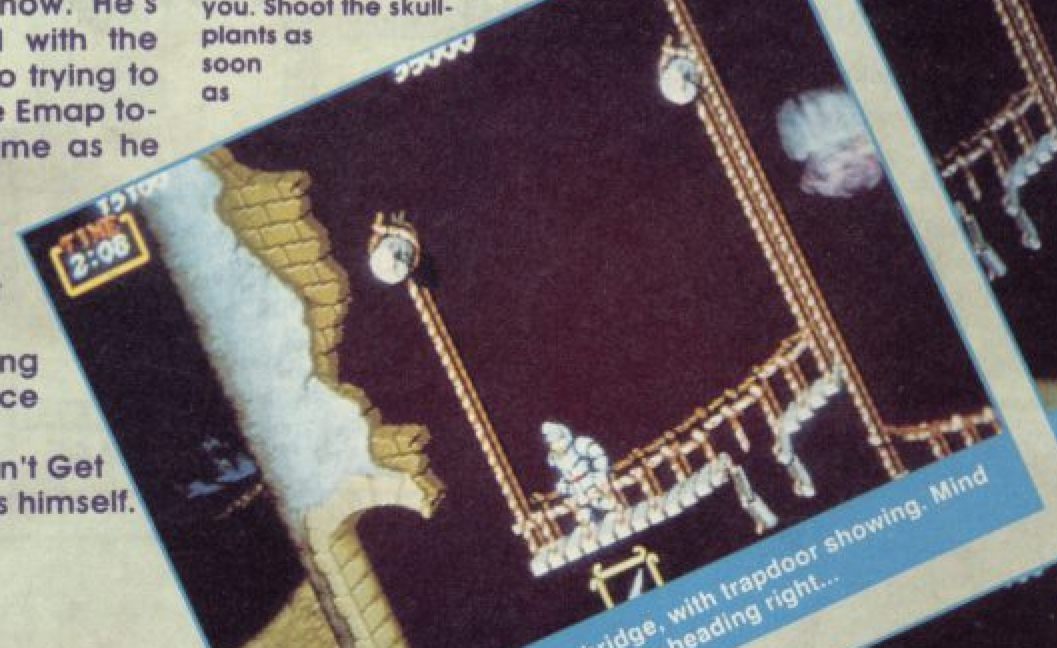
CREEPERS AND PIGS:

Best Weapon: Lance

Shoot the creepers in their lowest blemish. This kills them as opposed to cutting them. Keep to the left area of the screen for the first couple of steps. Don't run too close to the pigs, or they'll jump on top of you. Shoot the skull-plants as soon as they appear. Don't stand underneath them, or they'll pour green liquid on you. (Ergh). Don't get panicked even if there are skulls everywhere, you can dodge them.



Jump onto the high sections ... rectly above the horrible ...



First steps along the rope bridge, with trapdoor showing. Mind the deadly blurr of infinity! Keep heading right...



The final step on that ladder will break! Jump up to the next, but kill the flying thing quickly! Almost there...



Past Stage 1, but mind the double-traps here. Shoot the baddie, then walk one more step right and make your leap.

END OF FIRST LEVEL BOSS MONSTER MR HORRIBLE GREENHEAD:

Best Weapon: Not the Axe!

Keep your distance! You can jump and duck his fireballs. He's only worth shooting in the head. If you lose your armour, your few seconds' worth of invincibility allows you to get underneath his head and stick him a couple of times. He's not really all that hard but you do need to time it just right to stuff him properly.

LEVEL 2

TURTLES:

Keep moving. Shoot all the turtles and dodge the flying shells. Don't pick up the axe! Don't dither by the wall either, you'll get trapped.

COLLAPSING BRIDGES

Follow the diagram!



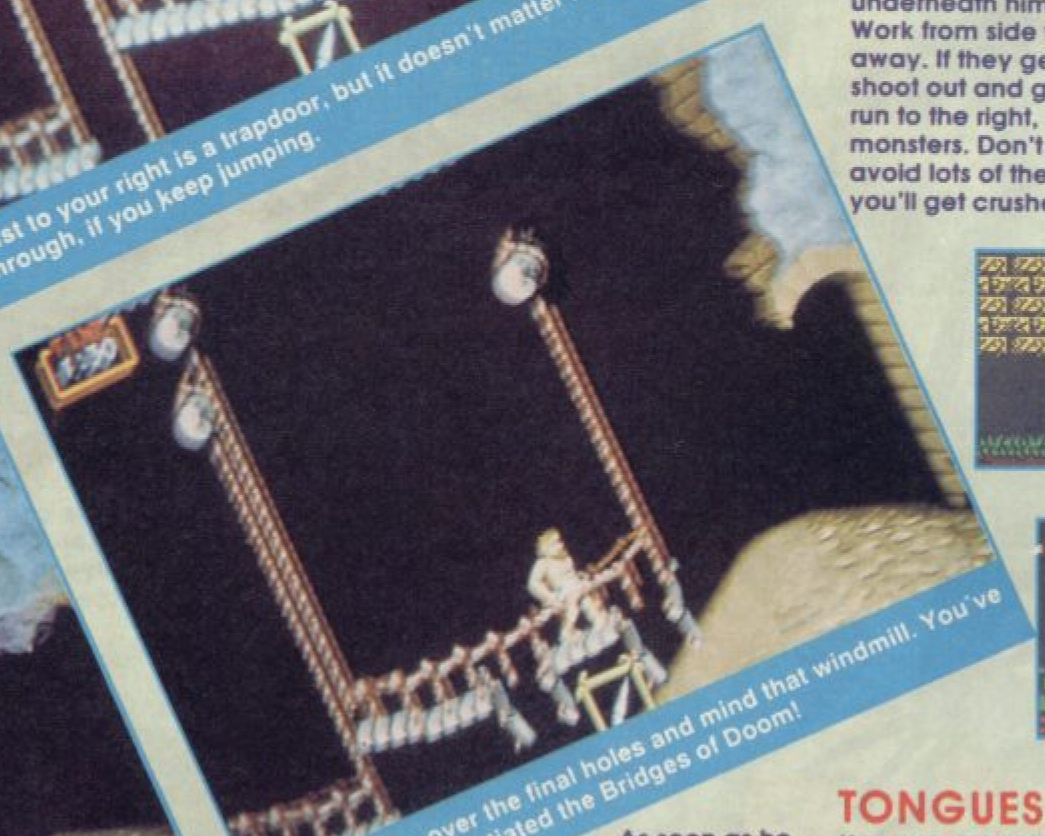
...ns a... ...ick as you can, cos you're di-... mon... eek!



Just to your right is a trapdoor, but it doesn't matter if you fall through, if you keep jumping.



And my clothes fell off! (Should have killed the flying blurr). Do... ...un too soon, but you've...



Done it! Leap over the final holes and mind that windmill. You've successfully negotiated the Bridges of Doom!

FIRE MONSTER

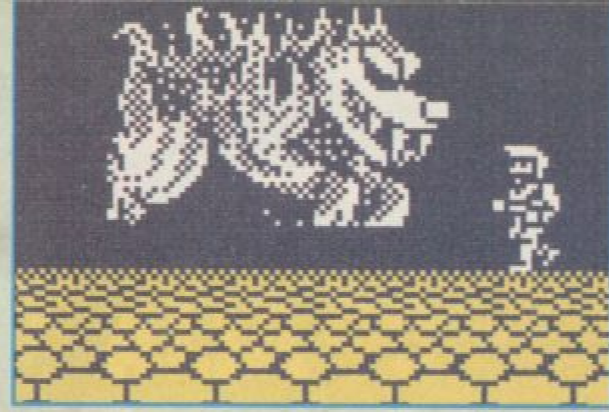
Best Weapon: Blue Daggers

As soon as he appears, get firing! Before he jumps, turn left and fire three shots; these should catch him on the way down. You can shoot out his fireballs. Once he's jumped over you again, stand in the middle of the screen (keep firing!) and duck when he leaps at you. You should be able to kill him while he's on the left side now.



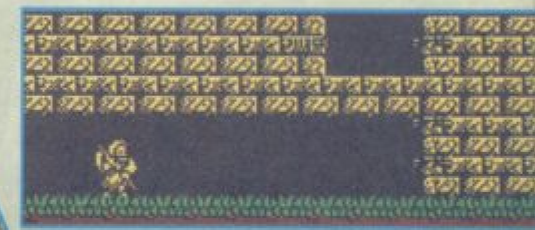
Keep duckin' and divin'. Should you lose your armour, use your invincibility to get underneath him and fire like mad!

LEVEL 3
VERTICAL BIT



Best Weapon: Spinning Stars

As soon as a ghost monster appears, get underneath him and shoot upwards. Work from side to side clearing them away. If they get level with you, they'll shoot out and grab you. Once at the top, run to the right, shooting out the baloon monsters. Don't get sidetracked, you can avoid lots of them. Keep working right, or you'll get crushed.





TONGUES OF HORROR

Keep on runnin! Run away from the mouths! Jump the flames and drop down onto the platforms. Duck the appearing chests and leap your way to the right. Once the rocky areas are in sight, you're safe (ish).

CLOUD MONSTER

Best Weapon: Spinning Stars

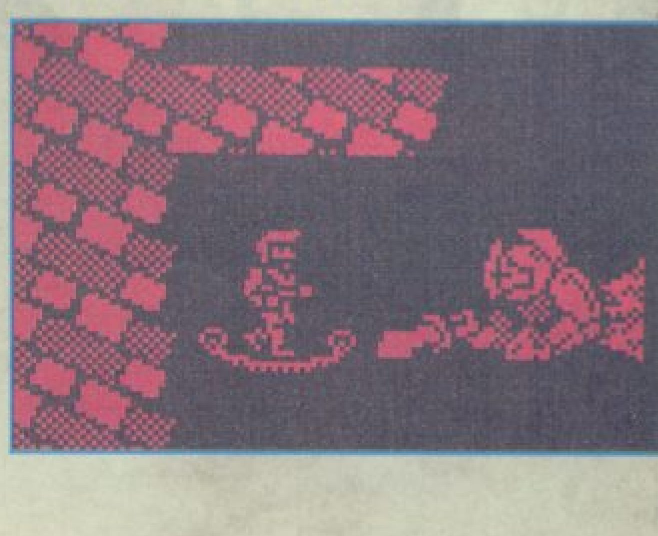
Shoot the cloud in the eye. Remember to jump up and shoot downwards, cos it won't harm you when it's underneath. When the cloud starts to shake, get out of its way, as it's about to break into little bits. The cloud is actually a bit of a pussy-cat.

More next time! JIM

Garth: Well thanks Jim, it's nice to know that even the BOSS MONSTER on Sinclair User has spent some time cracking the odd game to become a Hacker.

JIM: Go on then Garth, say it!

GARTH: Oh, well I suppose so. Welcome to the Hacking Squad (but you're not getting any prizes matey unless you finish the tips in next issue.)



HACKING SQUAD



LAST NINJA and COUNT DUCKULA

Here's two cheats from two new Squad members (well they're new now!) who live in Penketh in Warrington, namely Hackers Paul James and Simon Gould. In last ninja all you have to do is to press P to pause the game whilst beating a bad guy and this will drain his energy faster. In Count Duckula, on the title screen hold down all the keys until the music changes and you should become a milk bottle. Now, once you've got one key you'll be able to open any door. Cheers boys, now sit and watch the postbox for your Hacking Sqaud goodies.







IMPOSSAMOLE

Here's a little gem of a set of cheats sent in by Hacker Zack of Cranbrook in Kent. All you have to do is to get onto the high score table and enter one of the following...

OUCHOUCH You won't die in water.
HEINZ... Soups up your weapons
LUMBAJAK Gives you full energy
COMMANDO Means never having to reload.

Brilliant and Zack the Hack will be receiving a copy of Black Tiger along with the usual goodies for his troubles.



DAN DARE III

Here's an interesting cheat for Dan Dare III sent in by the oh-so-cool Mr David Cockram of Chinley in Cheshire. If you are running low on lives and cash, go to the store and waste ALL of your ammo (that's everything Squaddies), and then the computer will give you over 4000 smackers and you can use this cheat as often as you like. Nice one Dave. Or should I say Hacker Dave? Have a Hacker bag.

X OUT

Here's a brilliant cheat from Toby Kurk which is so simple that even his mum can use (I reckon your mum owes you a severe ear tweaking for that crack). Anyway, we all know how to get 50,000 smackeroonees by getting the smallest ship putting the smallest missile into the trash mouth icon, but this is well hard. Put the cursor on the lower triangle, hit fire then go to the X Out thing and run the game. What do you get? Infinite good guys - well 255 anyway. Skill or what? I told Byron, the programmer of X Out and he was impressed too because he knows about the credit cheat but says Toby has found a completely original cheat. Well done Tobe! Have some Hacking Squad goodies and a copy of Crack Down (programmed by Byron too) for such a cool job!

And there you have it. Another month and another sackful of goodies off to the dudes who made it into these pages again. Next month will see the return of the skill Solutions booklet - if you get your solution in it then you'll be receiving the biggest magazine prize of all for your work. Over 50's worth of software - and you get what you want. Other mags'll send you any old crap but if you send your masterpeices into Solutions don't forget to include your phonenumber so that the Grand Hacker himself can give you a buzz in person. So, until then, stay cool and see if you can Hack It!



Take that in the Cheops mate! Mr Hateful Jenkins seems more interested in annihilating the Eygptian tourist industy than winning



And this one's entitled "Mr Hateful's exciting day out." As soon as he gets some fish in a barrel he's gonna be dangerous. The crash!

HEAVY METAL

This isn't a pop industry simulator for long-haired denim wearers, but a trigger-happy combat sim offering three games for the price of one.

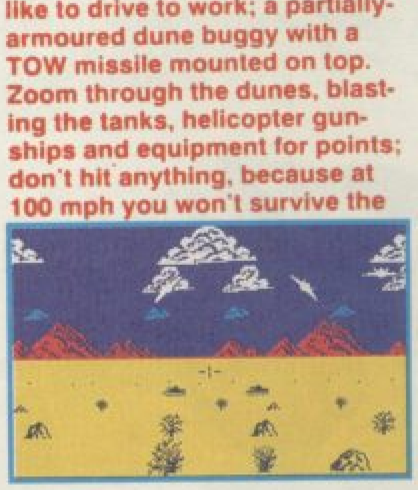
Heavy Metal is a follow-up in spirit to the classic BeachHead, and as an exciting bonus you get a copy of that game too. But Heavy Metal is much more sophis game in every respect; instead of just endless blasting, it has a lot of reely deep sim-type features AND endless blasting.

There are three basic sections, each of which is a shoot-'em-up to some extent; only if you acquit yourself well in these three can you get onto the fourth, the Tactical Command Centre section, where you use the skills you have gained in the sims to plan a whole campaign.

The first sim puts you in control of an Abrams M1 Main Battle Tank (MBT), which is not the sort of beast you want to find in your space in the bike sheds. The display screen is festooned with features - over twenty separate displays showing your combat radar, weapon status, speed, direction, incoming missiles, laser range-finder, and so on. The main aim, though, is just to keep rolling and smashing as many enemies as you can. A periscope display shows targets as your laser rangefinder locks on, and you have to choose the appropriate type of weapon to take them out. Basically this is an advanced version of Battlezone, with excelent graphics and scrolling, and it's heaps of fun. Annoyingly, in this section the manual gives an incorrect list of keyboard controls, and you have to work out for yourself that W and S move the tank while QAOP directs the gun.

The next bit, ADAT (Air Defence Anti-Tank System), is more of a straight shoot-'em'-up; planes and tanks zoom towards you, and you have to take them out either with missiles or cannon. There's a radar-controlled missiles target cursor, while you contol the cannon cursor; match the two up to launch a missile at a plane, or just use the cannon cursor to take out a tank.

The third bit puts you in control of a FAV (Fast Attack Vehicle), which is the sort of car I'd like to drive to work; a partially-armoured dune buggy with a TOW missile mounted on top. Zoom through the dunes, blasting the tanks, helicopter gunships and equipment for points; don't hit anything, because at 100 mph you won't survive the crash!



Assuming you accumulate enough points to qualify for a higher rank, you get to enter the TACC section. Here a campaign map is displayed, and it's your task to assign different units to various troublespots, return to HQ to refuel at regular intervals, and take control of individual combats (which are basically reruns of the MBT, FAV and ADAT routines).

Apart from the enormous amount of tape loading involved, heavy metal is non-stop fun. You're getting four games for the price of - well, not one but two - and they're all substantially better than ninety percent of the stuff on the market right now. Heavee!

SCORES

Graphics	79
Sound	60
Playability	89
Lastability	90

OVERALL 90%

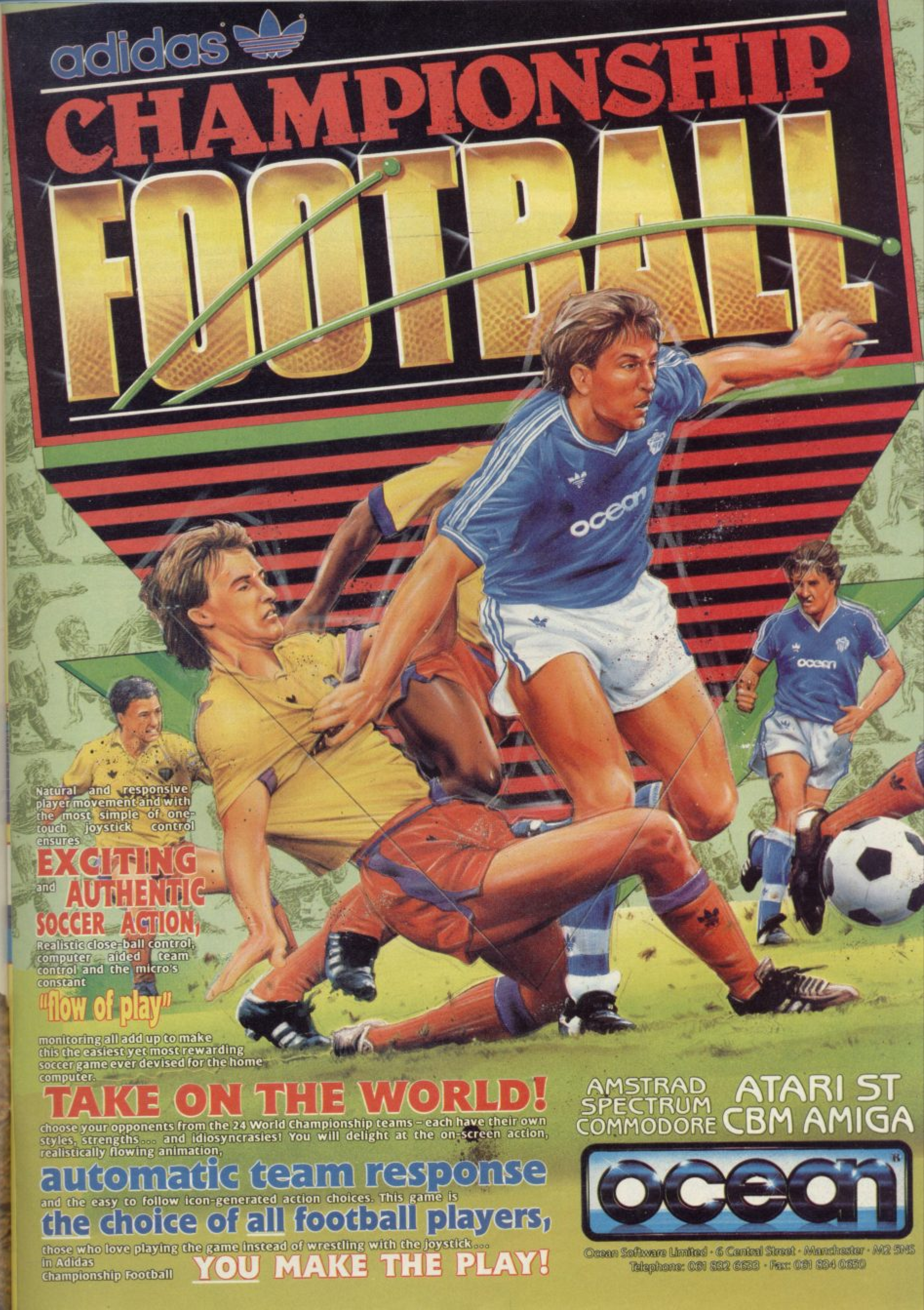
Non-stop combat mayhem for sim freaks and blast addicts alike.

Label: Access
Price: £ 11.99

CHRIS JENKINS



REVIEW


adidas
CHAMPIONSHIP
FOOTBALL
ocean
Natural and responsive player movement and with the most simple of one-touch joystick control ensures
EXCITING and AUTHENTIC SOCCER ACTION,
Realistic close-ball control, computer aided team control and the micro's constant
"flow of play"
monitoring all add up to make this the easiest yet most rewarding soccer game ever devised for the home computer.
TAKE ON THE WORLD!
choose your opponents from the 24 World Championship teams – each have their own styles, strengths ... and idiosyncrasies! You will delight at the on-screen action, realistically flowing animation,
automatic team response
and the easy to follow icon-generated action choices. This game is
the choice of all football players,
those who love playing the game instead of wrestling with the joystick ... in Adidas Championship Football
YOU MAKE THE PLAY!
AMSTRAD
SPECTRUM
COMMODORE
ATARI ST
CBM AMIGA
ocean
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Fax: 061 834 0650



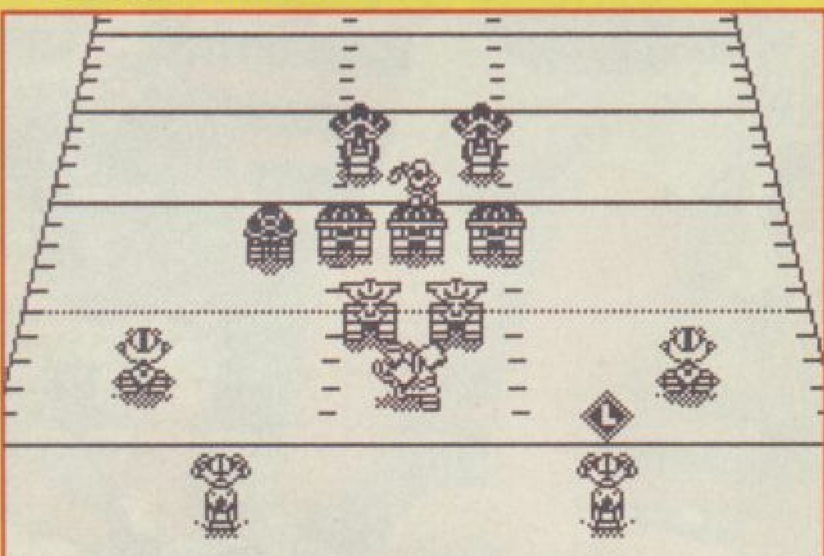
CYBERBALL



Wah? Simple to understand "plays". Give you the option to take the game and win! Or you could just get thoroughly confused.

This could just have been the most exciting game ever. Imagine; all the thrills and action of American football - attacking plays, strategic defenses, complex gameplans; but instead of humans, the players are giant bloodthirsty robots with exploding balls. Footballs, I mean.

Now if you're interested in American footie, and can tell a defensive sack from a running bleeder, this might sound like your idea of heaven. Even if you're not interested, the idea of a cross between a sports sim and Apocalypse Now might catch your interest. Trouble is, the idea is exciting but things don't quite seem to come together into an exciting GAME.



Hut Hut! Cybernetic jocks face off for the big play. Make those moves, sack that quaterback!

Cyberball comes in an oversized box with a little 60-page game manual which explains the history of the sport, how to play the game, and the winning strategies. Once you get the idea - giant robots have replaced human players because the sport got too dangerous - you can choose one or two-player mode, and control options. After that it's largely a matter of practice; as far as I can make out the arcade elements are much less important than the strategies you choose from the multiple-choice menus between plays.

The two teams, the Destroyers and the Terminators, face off down a vertically-scrolling perspective screen; one team is in Offensive mode, with one highlighted robot under direct control, selecting Running, Passing or Option Plays. The other team is in Defensive mode, the object being to choose the best Short, Medium or Long strategy to help you tackle the player be fore he passes.



And the offense players face some stiff opposition from the defence. Pass that ball! Kerr-runch!

The offensive player's aim is to score touchdowns by running across the defender's line, then to score conversions. Trouble is, your players can be damaged by tackles, causing them to lose control of the ball, and the ball itself becomes critically super-heated as play continues, and will explode if not reset by crossing the baseline.

If you like learning jargon like "Wide receiver in motion - pitch to left back swinging wide - wide receiver comes round for hand-off and follows surge left!" then you'll enjoy this game. It's very nicely put together and has cute little graphics. I can't help feeling, though, that it would have made more sense as a head-bashing arcade smash-'em-up, rather than the rather laboured strategic challenge it is now.

SCORES

Graphics	76
Sound	58
Playability	57
Lastability	59

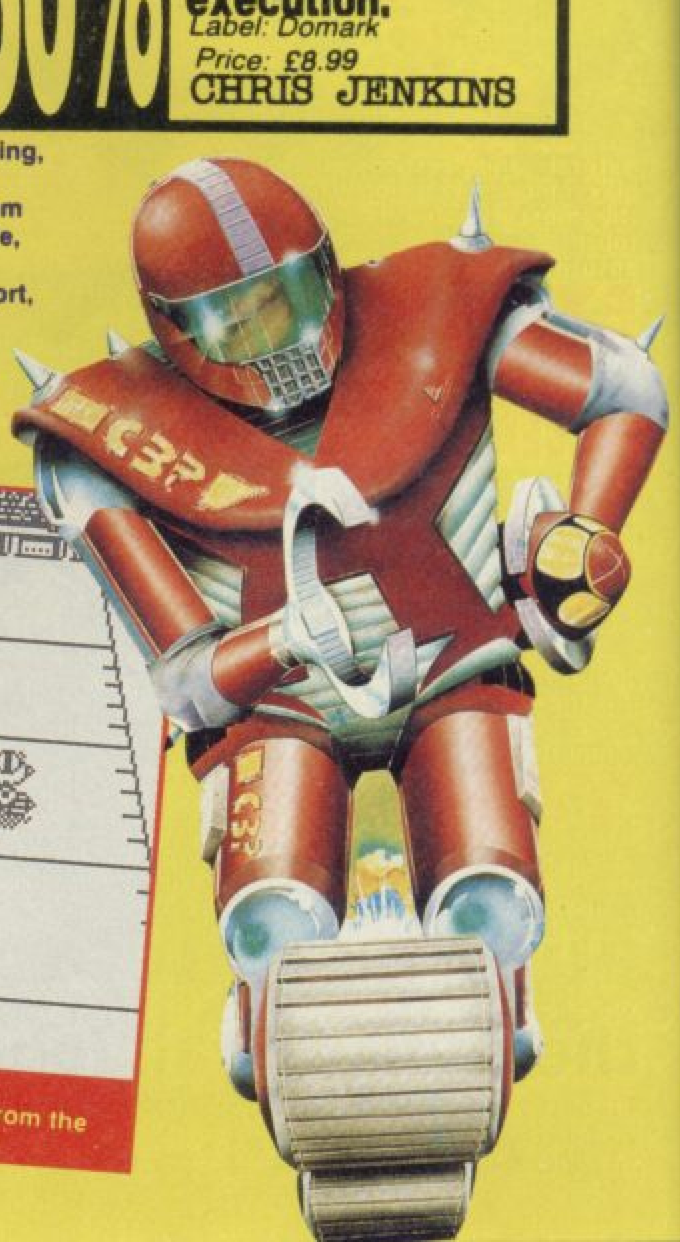
OVERALL 60%

Great sports bash idea, spoiled by slow-moving strategic execution.

Label: Domark

Price: £8.99

CHRIS JENKINS





KICK OFF

The award winning, chart topping and international best selling soccer simulation of all time!

- Best Arcade game 16 bit '89
- Europes best soccer simulation '90
- Elspa game of the year
- 16 bit game of the year!

Emap golden joystick awards

Featuring:- Pixel Perfect passing
Blistering Pace
Superb tacticle play

"Has to be the best football simulation yet" ST USER

"Most playable soccer simulation in binary history" C & VG 88%

"Boots the other football simulations over the cross-bar" Zzap 96%

"Simply the best football sim" New Computer Express

GARY LINEKER'S HOT SHOT

Play in a full scale eleven-a-side football game complete with sliding tackles, throw-ins, corners, goal kicks, fouls and even the dreaded referee with his red card.
Will you have what it takes to match the shooting skills of England's Gary Lineker's Hot Shot.

International soccer replaces Gary Lineker's hot shot on Atari ST and Amiga.

TRACKSUIT MANAGER

A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.

You decide the play and enjoy the victories and suffer the defeats...

Play defense, attacking or man to man marking
Offside trap, sweeper system or possession football

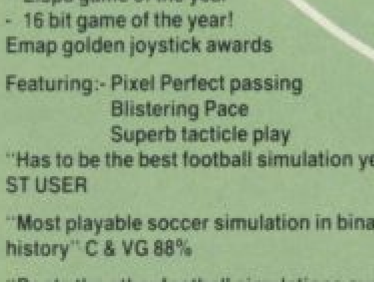
- Genuine goal-kicks, corners and throw-ins
- Crunching tackles, fouls, penalties, bookings and sendings off
- 54 computer managed squads from around the world all with individual tactics

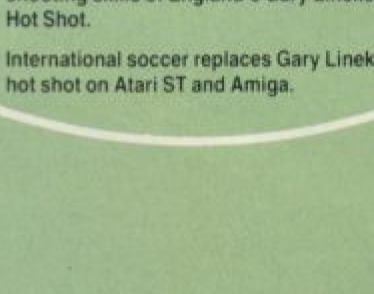
"The best ever football managerial game ever, in the history of the World" C & VG 9/10

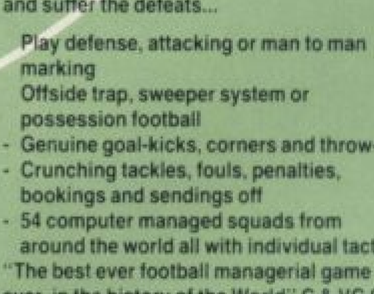
The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%







AVAILABLE FOR
ATARI ST AMIGA C64 (CASSETTE + DISK)
AMSTRAD CPC (CASSETTE + DISK)
SPECTRUM (CASSETTE + DISK)

EMPIRE

4 The Stannetts, Laindon North Trade Centre,
Basildon, Essex, SS15 6DJ Tel. No. (0268) 541126

Win: WEMBLEY STADIUM!

(Well, something that looks quite similar)

* Argue with your friends!
* Make a lot of noise!
* Hurt your wrists!
* Score some goals!
* Get sent off (or not)

WIN:

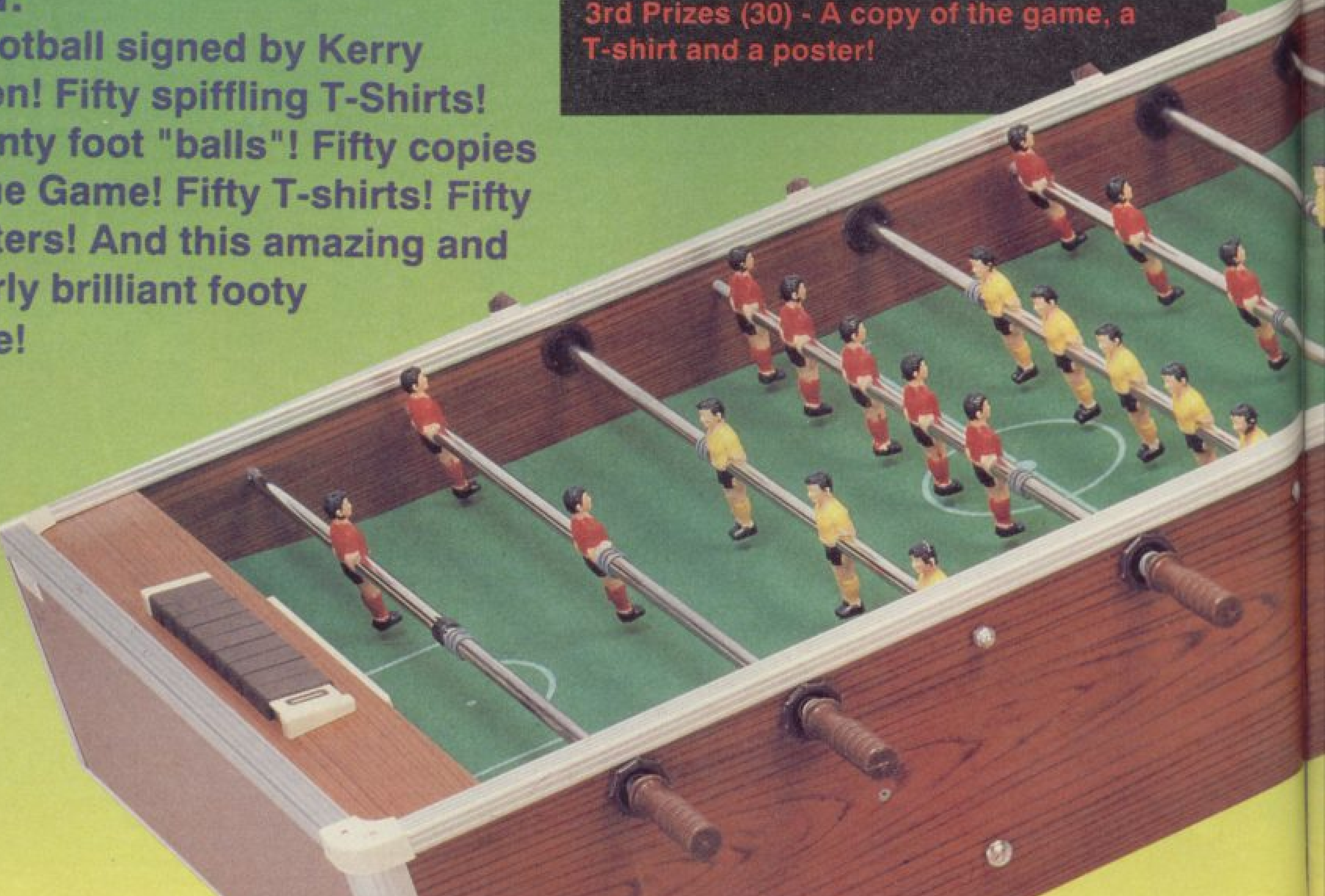
A football signed by Kerry Dixon! Fifty spiffling T-Shirts! Twenty foot "balls"! Fifty copies of the Game! Fifty T-shirts! Fifty Posters! And this amazing and utterly brilliant footy table!

The Prizes:

1st Prize - The Table, the signed ball, a T shirt a copy of Italy 1990 and a poster!

2nd Prizes (20) - A football, a copy of the game, a T-Shirt and a poster!

3rd Prizes (30) - A copy of the game, a T-shirt and a poster!



Rules and Costs:

Call charges are 25p per minute cheap rate and 38p per minute at other times. No employees of Emap of US Gold are eligible for entry. The Editor's decision is absolute and final. And no correspondence will be entered into. While every care is taken, no responsibility will be accepted for entries damaged or lost in the post. Entry to this contest signifies understanding and acceptance of these rules.

0898

Football crazy - they are! US Gold, blast them, have gone absolutely footy bonkers. Who do they think they are? They release a game called Italy '90 all about the so-called "World" Cup, and they go all Elton Welsby on us. Hat-tricks this and Bicycle Shots that. Cah!

So it's just as well that they've put their money where their mouth is, and come up with a load of absolutely storming prizes to convince even the least footie orientated amoung us that Italia '90 is worth more than a passing look.

This rather glorious footy table will be awarded to the first prize winner, and there's a host of runners' up prizes too.



How to Enter:

Ring the number at the bottom of the page and listen to the footballing questions "posed" by our computerised question master. Once you've got the answers, listen to the end of the message and it'll tell you what to do next. Your entries (Once sent to our special address revealed in the phone message) will be put into a big hat and a winner will be produced.

Andrea's Goalden Charms

Bouncy Andrea Walker, 19, just loves to score! She's got two things we'd all like to get our hands on; a football and an official Italy 1990 T-shirt. So ring the number below for your chance to grab Andy's wares!



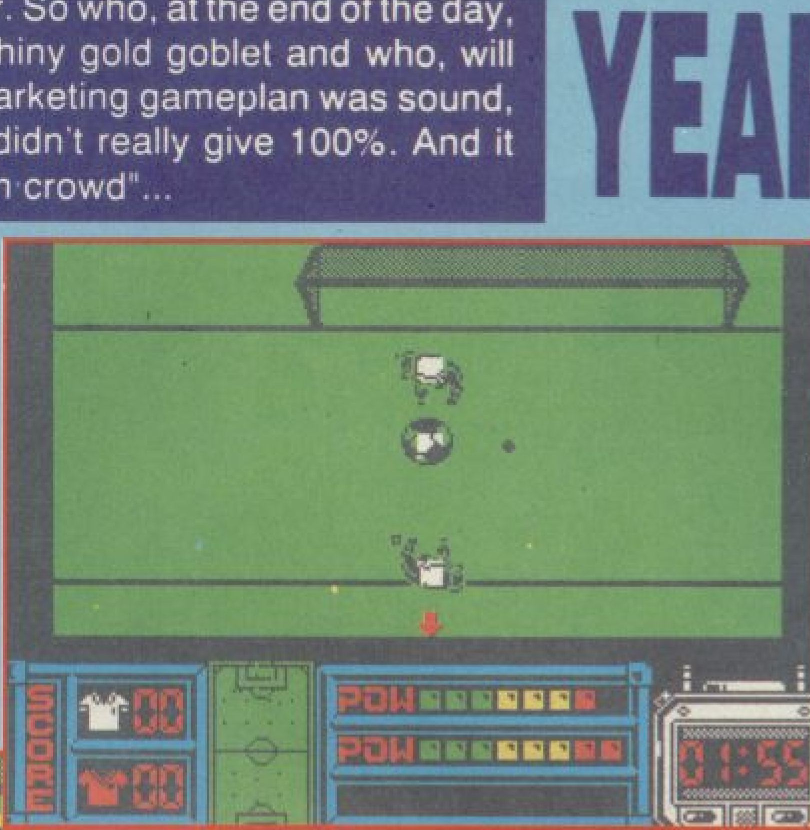
3 500136

WORLD CUP YEAR '90

Here they come, here they come, here they come! As predictable as rain at Wimbledon, the deluge of footy games make it through the tunnel (just) in time for the World Cup. Just like the Biggest Match, there can only be one eventual winner. So who, at the end of the day, will emerge with the shiny gold goblet and who, will be saying "Well, our marketing gameplan was sound, but the programmers didn't really give 100%. And it was an awfully partisan crowd"...

Well, the boys done good, they gave it 110%, and I myself personally think it's a game of two halves and it's all about putting the ball in the back of the net; we went for a result, and at the end of the day we got one.

Yes, it's another footie game compilation, and just for a change there are no punctured bladders in here - they're all firm and bouncy. Possibly the bounciest is Gary Lineker's Hot-Shot, a full-scale eleven-a-side top-down game complete with



Arg! Toe-punted over the goal. We always new it would end in tears. This is what comes of playing with loose laces.



sliding tackles, throw-ins, corners, goal kicks, fouls and a full league structure. The graphics here are good - much better than the substantially similar KickOff - and the players move smoothly. Boss music too.

Tracksuit Manager got 93% and an SU Classic when we first reviewed it, and it's still the best management sim around, in the sense that it has the most detail; but if you're looking for arcade action, this is one to avoid. Tables, lists, figures, menus, reports, options, and all the actual fixtures games played by the computer and over in a second!

KickOff is similar in appearance to Lineker, but has inferior graphics; the scrolling, though, is faster, and you have the options to practice playing skills and penalty shooting before entering the multi-player league.

A pretty good "team", then, which should "match" your

SCORES

Graphics	70
Sound	67
Playability	69
Lastability	90

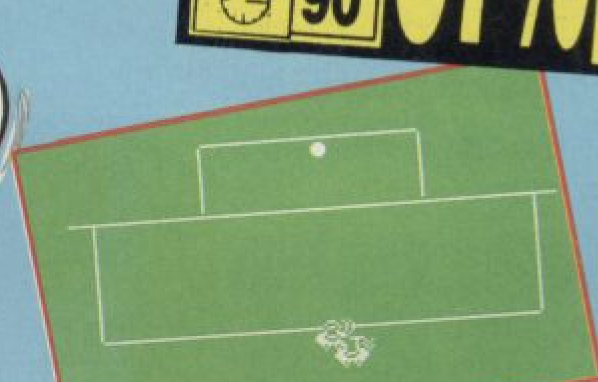
OVERALL 87%

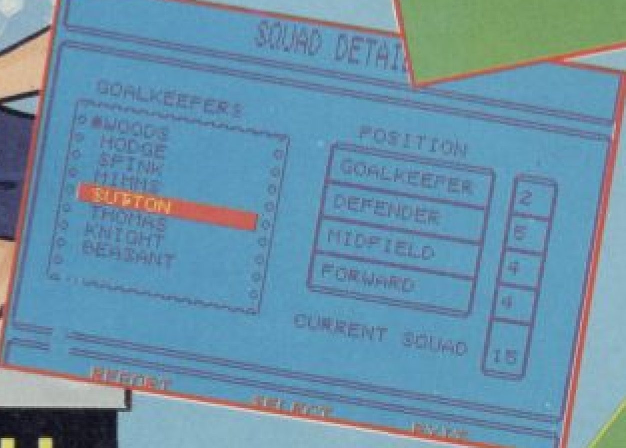
Selection of arcade and management football games. One for variety fans.

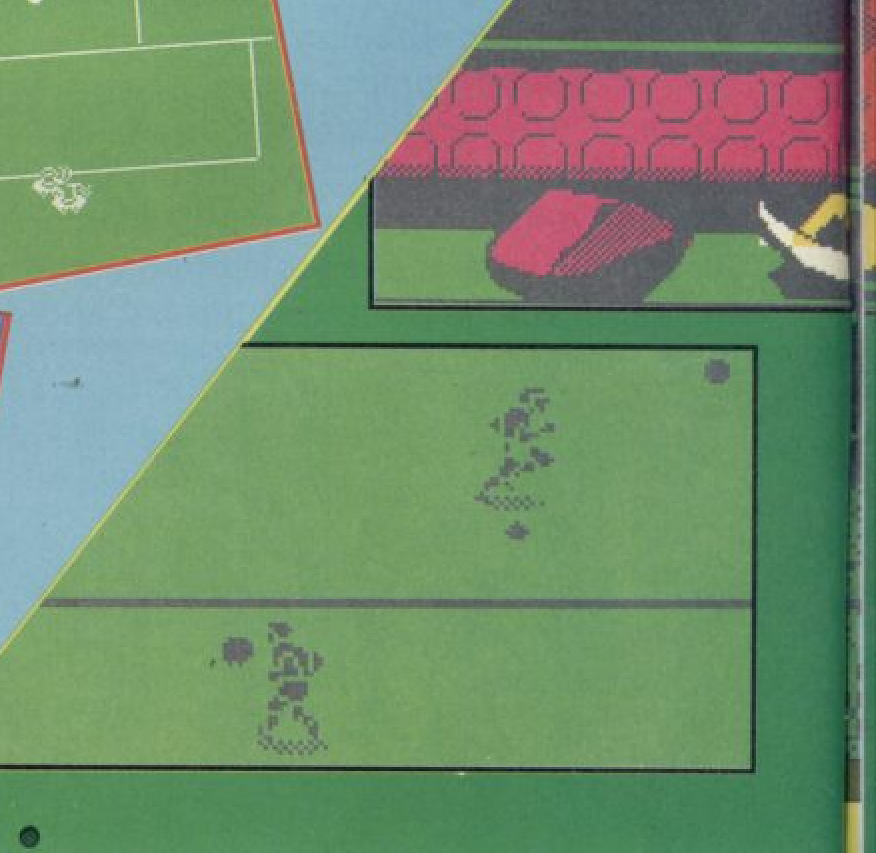
Label: Empire Price: £

CHRIS JENKINS











desires completely if you've got the "balls". But if you're that keen on footie games, you may well have one or two of these already. At least you get an A3 World Cup poster with this package, and you wouldn't want to miss that, would you?





ITALY 1990





The rather frequent corners are indicated by the scoreboard. Time for a breather is sometimes appreciated.



While our discerning and thoughtful reviews rarely comment on the boxes in which our games arrive, the casing of Italy 1990 warrants a special mention.

Of the dozen players depicted in the grizzly front-of-box montage, only three appear free from mental disorder: There's a pogo-dancing Argy, a high-kicking German, Freddy Mercury in an Ireland jersey and a flying Dutchman with astonishing hair. All the rest are sliding, diving and lunging for balls that simply aren't there. Crackers.

Fortunately, apart from the barmy load-a-match (even in 128k) set-up, Italy 1990 is perfectly fine, if a little quick.

Once your control options are satisfactorily in place, it's time to select your country and squad. Each player you highlight has a set of variables: skill, speed, aggression (lordy!) and strength. Pick the right men for the job and you could be on your way to a healthy cup-winners' bonus.

If you're out for a real challenge, you can opt to play Cameroon, position all the worst players in the wrong positions and test your skills to the absolute limit.

A quiff-sporting TV presenter announces your next match and the kicking begins in earnest. Even with a heavenly selection of Brazilian players, I found myself receiving a sound drubbing every time.

Unlike many recent footies, Italy 1990 is damned quick. The players hare around the pitch slogging the ball superhuman distances. It's darned difficult to intercept the ball, 'cos it moves at such a lick.

The action is frequently slowed down by shots of the scoreboard, indicating when a goal kick, corner kick, goal etc. has occured. It'd be nice if there was an option to remove this feature, as it slows an otherwise speedy game quite considerably.

Ball control is adequate, but there's still no "trap" option. Once you're running with the ball, you've got to keep running or boot it. No chance of stopping, finding your man and passing. Sometimes it feels more like playing basketball than footy.

Quite unlike it's rather shoddy 16 bit counterparts, the Speccy version of Italy 1990 is really rather fine. Makes a nice change, doesn't it.



SCORES

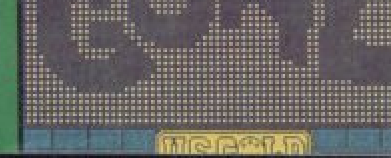
Graphics	75
Sound	60
Playability	75
Lastability	76

OVERALL 74%

Satisfying mix of frills and depth. On-pitch play and action too!

Label: US Gold Price: £8.95

GARTH SUMPTER

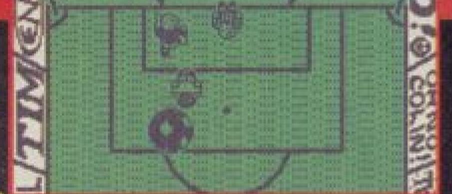


FOOTBALL CRAZY

FIVE A SIDE FOOTBALL



And it's a goal mouth scramble! And he's got a toe to it! And it's a goal!



Ere we go, 'ere we go, 'ere we go. And there, for the want of a playable game, goes Five a Side Football. There are some nice touches to the game and make no mistake but football games are most tricky on computer and very few games have the ability to get away with it, and Five A Side football is an excellent example of not getting away with anything at all really.

Play is either between two punters or, if you're short of friends, you can play against the computer. Each player has five in their squad (although the goalkeeper is left entirely to his own devices) and control passes to whichever player is closest to the ball as indicated by the flashing arrow of doom that appears above them. The game is a bird's eye view from above and any miscreant magpie could easily score a few direct hits on any of the players as they all move soooo slowly as to be easy targets. In fact, it's probably the lethargic progress of the game that is the single most annoying factor to the game along with the sampled speech telling you to "Go for it!"

Play is by joystick or keyboard, moving your highlighted players around until they get possession. They can then dribble until they are tackled or shoot via a quick dab on the fire button, with a longer press sending the ball scooting through the clouds to no great effect except leaving yet another hole in the battered old ozone layer (yea, let's get socially aware eh kids?)

Each half is three, five or a masochistic ten (count 'em) minutes long, punctuated by the occasional sampled roar of the crowd and the snores of whoever's playing the game. If you can tell that I didn't get much from Five A Side Football then you'd be spot on. The game is slow, the graphics are quite reasonable and the sampled speech is as good as you'll get. The main problem is the whole package comes together to give you a game that's as interesting as the sex life of the average Benedictine monk and about as watchable.

SCORES

Graphics	68	OVERALL 57%
Sound	80	
Playability	70	
Lastability	55	

Some neat touches that add up to very little in the excitement stakes.

Label:Silverbird Price: £2.99

GARTH SUMPTER





WORLD CUP SOCCER ITALIA 90



"Well, Elton, the boys went out and they tried their best, but at the end of the day, they just couldn't put anything together.

"Yeh, course, it would have been nice if we'd had more than seven men on the pitch, but the Virgin officials assured us that it would be okay. Obviously, we took it easy to begin with, saving some energy for a big finish. So it was a bit of a blow to discover that there wasn't a second half. I think it came as a bit of a shock to the lads.

"I was pleased to see that the officials were catering for people with black and white tellies, with the different strips for the teams. I don't know how it looked on your monitors in the commentary box, but the boys looked a bit wobbly round the edges for most of the match. To



The slightly misleading title screen. Which 7 players actually participate in the match is anyone's guess.

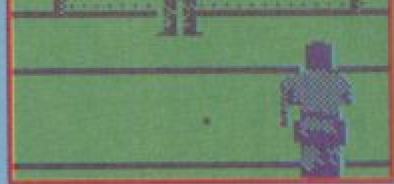
be honest, I couldn't tell who was who, but I don't really suppose it matters that much.

"Something I was less chuffed about was the way the boys didn't seem to be paying attention to anything I said to them. For the whole match, I'd be shouting at my defenders to get their act together and tackle, but they wouldn't listen.

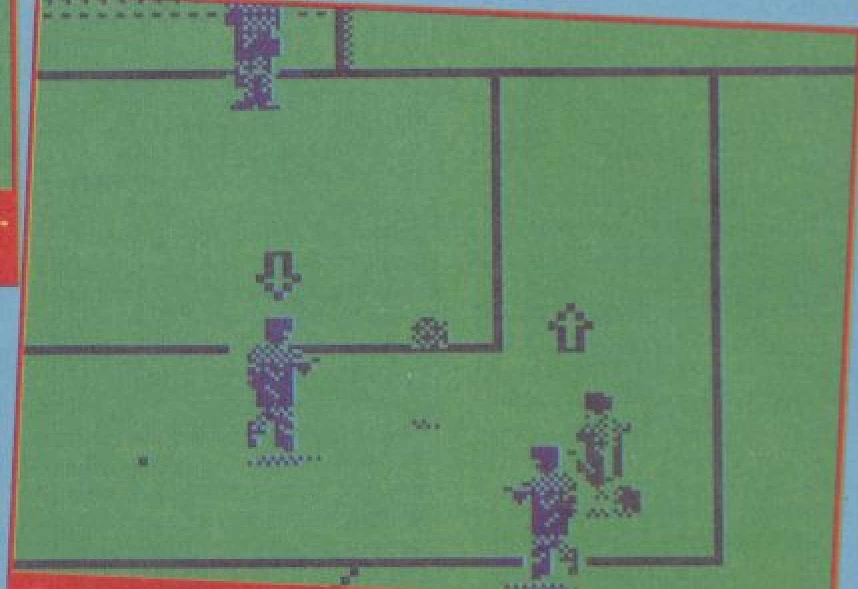
"I was a little confused after the reading through the instruction booklet to find that having had the theories of the indirect free kick thoroughly explained, to be told that there was no indirect kick available during the match.

"Now, you know me, I'm not too keen on stoppages during a game. So I wasn't at all pleased to discover that when I was sending my players in one direc tion and telling them to kick, and the other manager was doing the same (and he was controlling his boys with a joystick) everything stood still. In professional football, you can't reasonably expect to play a 100% game with so many accidental stoppages. It'd be almost as silly to expect two people to use a Spectrum keyboard at once...

"That said, the pace of the game was reasonable. You could get the ball from one end of the pitch to another quite swiftly, and the boys - despite their fuzzyness - ran around looking fit and fast.



"I suppose, at the end of the day, The Virgin boys laid on a reasonable event. Shame they couldn't manage more than one half or a full team on either side, though."



Making a break for goal! He punts it too far forward and it's a race to the ball! Gripping stuff!



SCORES

Graphics	68
Sound	50
Playability	58
Lastability	60

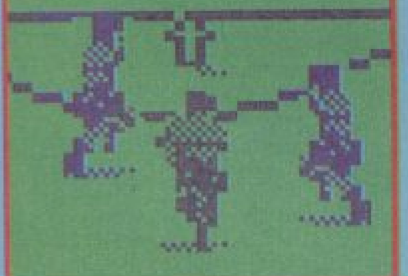
OVERALL 60%

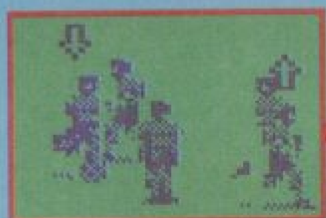
Unfortunately disappointing "official" World Cup tie-in.

Label: Virgin Mastertronic
Price: £8.99

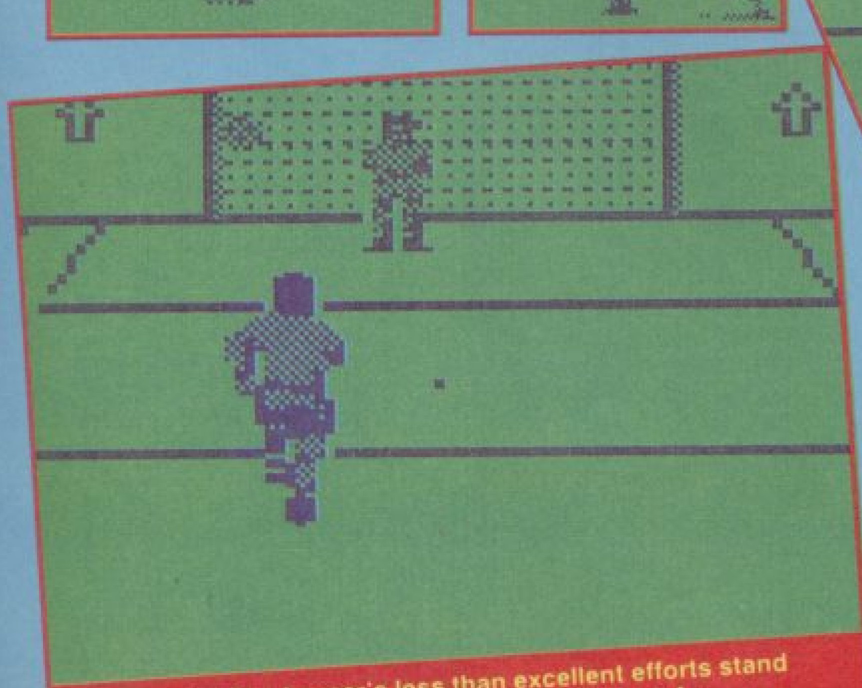
JIM DOUGLAS



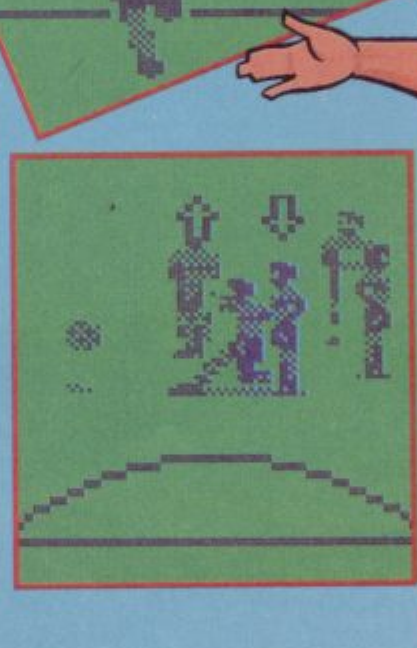








Goooooaaalla! The keeper's less than excellent efforts stand every chance of securing him a ticket to division 4.





FOOTBALL CRAZY

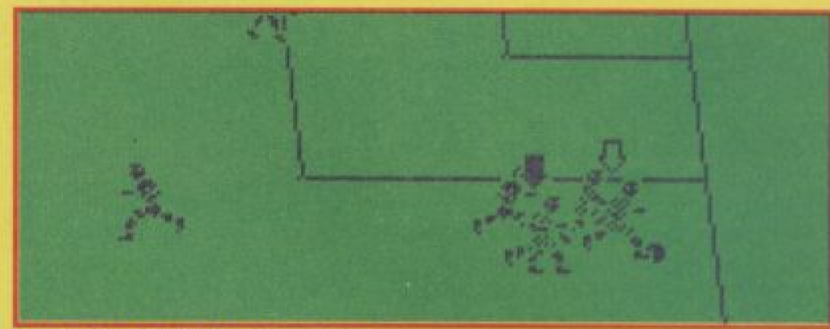
KENNY DALGLISH SOCCER MATCH

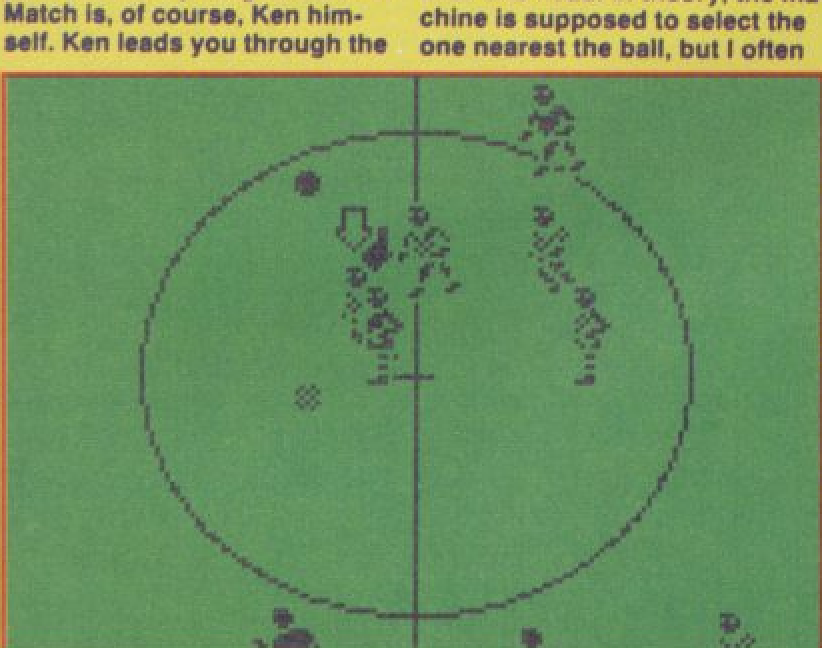
Kenny Dalglish Soccer Match, claims the box-blurb, "is football arcade action at its very best". Since it's actually one of the least enjoyable games I've played recently, I'm afraid that I'll have to scotch this.

Had they said it was "football arcade action which isn't bad" or "football arcade action which has some dodgy bits", I could have stomached it. Best? Non.

The U.S.P. (unique selling point) of Kenny Dalglish Soccer Match is, of course, Ken himself. Ken leads you through the menus. He gives you tips on play. Throughout the game, pics of Ken flip up to indicate triumph (if you score) and despair (they score). These are perfectly fine, and in fact rather good. The idea of King Ken giving you playing tips strikes me as pretty cool. It all seems a bit arbitrary, though. Things like "We must win" don't really explain that much.

The player currently under your control carries a big arrow over this head. In theory, the machine is supposed to select the one nearest the ball, but I often found my precision set-pieces were dashed because I was controlling the wrong man. While the frills are fine, the bulk of the game is awfully dull.





Footy Match of the Living Dead! See the undead aimlessly following the ball. They have no free will! They have no hair!

For a start, all the players run around at the same speed. This leads to huge processions of equally paced players trailing along after the ball.

Since the teams are either black or nearly black, a big mass of players all scrambling all over the ball gets darned confusing. In the ball is out of sight for much of the game.

The inertia on the ball is thoroughly unsatisfactory. If zooms along while airborne, but stops as if it's landed on a bit of velcro as soon as it hits the ground.

The kick itself, though, is fine. Hold the fire button down, and move the joystick to a certain position to select your shot; flicks, chips and long lobs are all available and there is some definite skill involved in making progress up the field.

Kenny Dalglish Soccer Match, with all its options for team skill, match duration, digitised pictures and (occasionally useful) advice from the man himself, scores high on frills but low on actual, basic fun.



SCORES

Graphics	68	OVERALL 58%
Sound	55	
Playability	65	
Lastability	54	

High on frills, low on frills. Not much fun to be had.

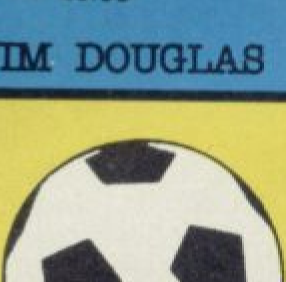
Label: Impressions
Price: £8.99

JIM DOUGLAS





Ker-punt! A masterful kick from the keeper. The keyed-up defenders are ready for anything thrown at them by the opposition.



FOOTBALL CRAZY

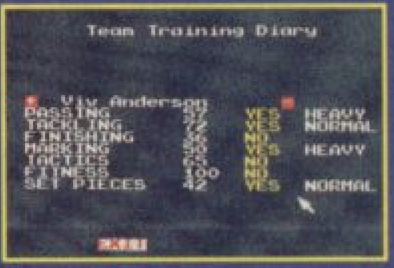
MANCHESTER UNITED







The main menu is littered with luverly jubily icons. Play a match, train the boys, look at injuries/suspentions or read the paper.









Ere we go, 'ere we go, 'ere we go... and yes indeed, there we jolly well go with the official Manchester United football sim and it's quite remarkable.

Man U should be classed as an active management simulation as what you must do is to manage the team using all the usual ingredients of training, squad picking, transfers, suspensions, injuries and wheeler dealing that we've come to expect from footy sims. Where Manchester United scores is in the ease of play and the fact that two players can play against each other.

The game is in two parts - if you're running it on a 48K machine with you'll have to load the strategy part and the arcade football part for each game that's played although, amongst the multitudinous options, there is the chance to dispose of the game part of the game. If you prefer to be the Trevor Francis of computer football you can take control of the players in each game. This is the weakest part of the game though and the option to let the teams play off under their own control by not using the joystick after the kick off is a good one. You can then watch your team's progress through the match - if you want to see it all then the game can run for a whole 90 minutes. I find that five minutes each way is usually enough to get a conclusive result - especially if under the game difficulty option you tone both the goalkeepers abilities down to around 65%. If you do go for the arcade style of play then there are free kicks, corners, two full sides of 11 men and various types of kicking power in what certainly



is a good football arcade sequence. There are better but I haven't seen too many.

All in all, Manchester United is one of the best strategy games I've seen on the Spectrum. The icon driven menus make the game by far one of the friendliest simulations on the market and the arcade match section makes it a must for all trackside football manager simulations fans whilst the arcade sequence should make it a viable buy for even the most hardened joystick junkie.

SCORES

Graphics	80
Sound	85
Playability	86
Lastability	88

OVERALL 86%

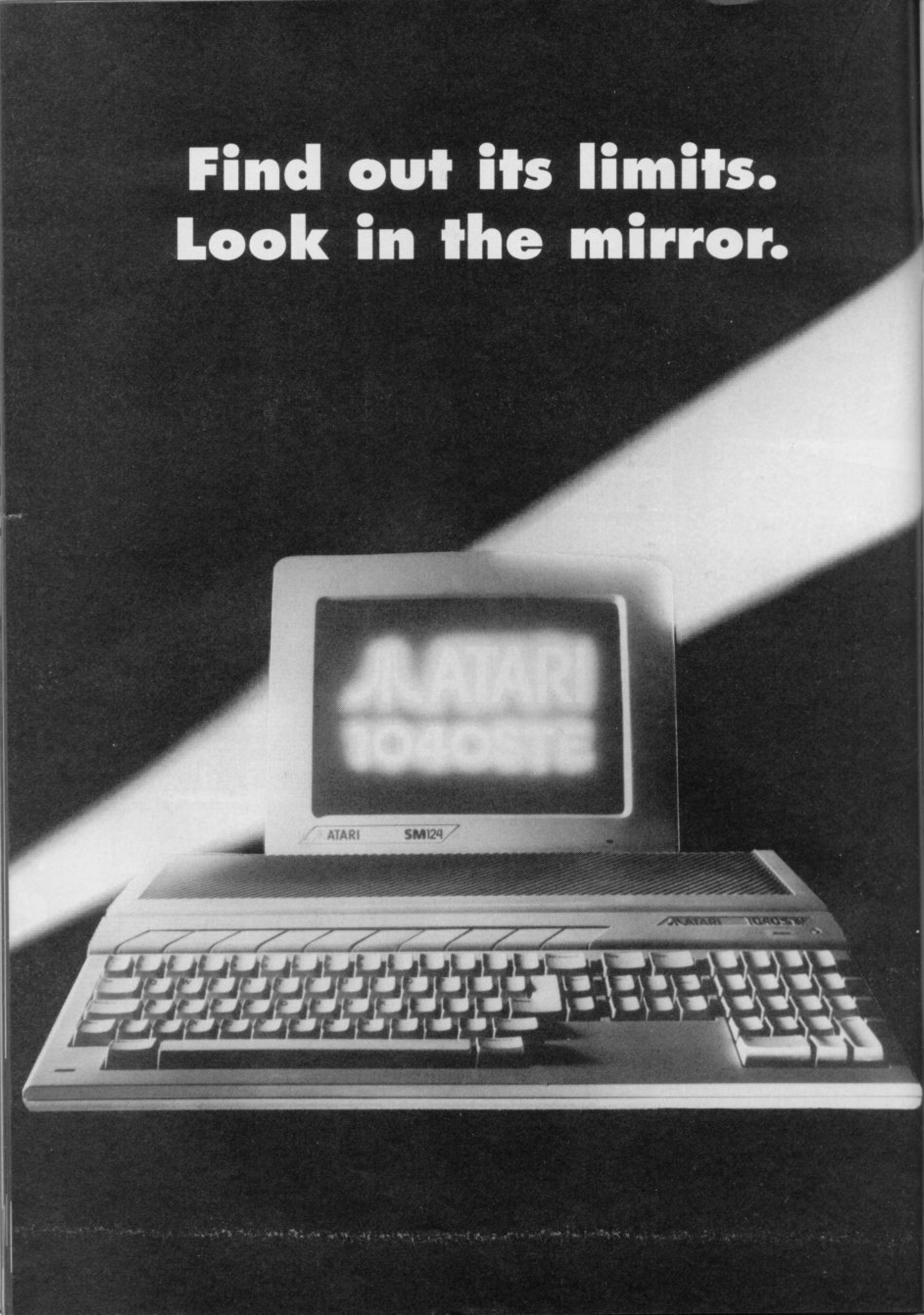
Possibly the best football manager on the market: for sims fans who want some action

Label: Krisalis Price: £9.99

GARTH SUMPTER



FOOTBALL CRAZY


Find out its limits.
Look in the mirror.
ATARI
1040STE
ATARI SM124

Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).



To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

NAME: ______________________

ADDRESS: ______________________

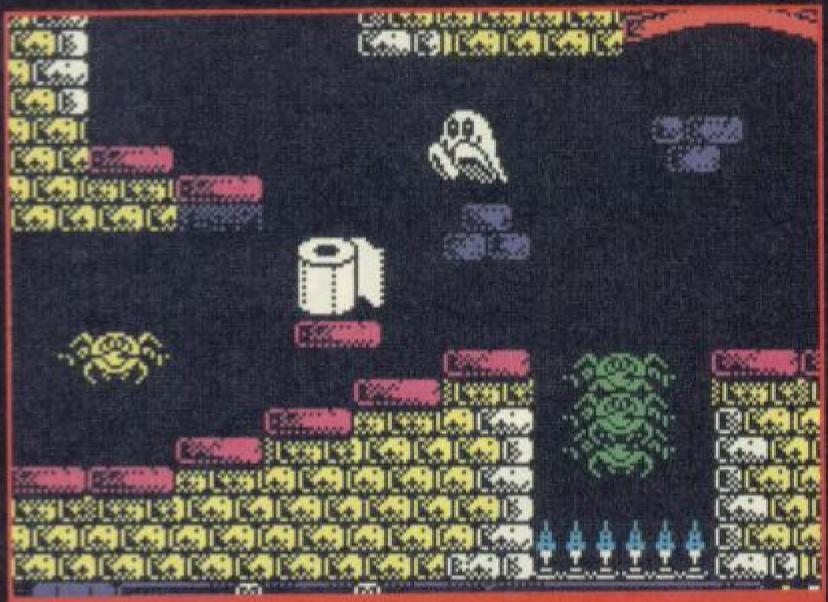
______________________ POSTCODE ________

Please send to Atari Corp (UK) Ltd. Atari House, Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

BLINKY'S SCAREY SCHOOL



Shut your eyes and think of England. Energy depletion ahoy!

Mind the blood pressure! They should have games like Blinky's in high level executive stress management courses. If you can keep a civil tongue in your head for more than a few seconds of Blinky activity, you're obviously Trappist monk.

Apprentice ghost Blinky must earn his spectre stripes by succeeding in his first mission; to spook Hamish McTavish - arch ghostbuster - out of his castle. Bit of a tough assignment for a novice spook, and should he fail, it's back to scarey school for another century.

B.S.S. is essentially another runny-jumpy object collecting game. The only features which set it apart from a million others are Blinky's surprising cuteness and the frustration factor.



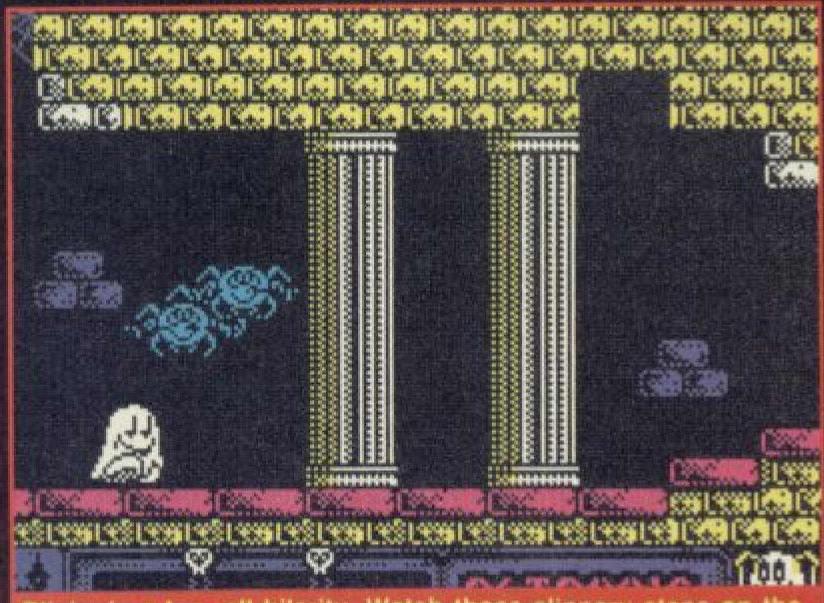


Blinky half glides, half waddles along looking very appealing. Unfortunately the slightly exaggerated inertia effect causes Blinky to skid off countless tiny platforms and plummet into the umpteen chasms of filled with sharp spikes.

Far from being a lonely old castle, it's positively bustling with activity. Deadly spiders bounce up and down. Deadly flying things swoop around the castle battlements. Deadly snails (?) protect useful objects.

So far as I could gather, there's nothing you can do about these lurking fiends. Since virtually all of them cover an area precisely the length of Blinky's optimum jump, you inevitably lose a degree of energy every time you pass them.

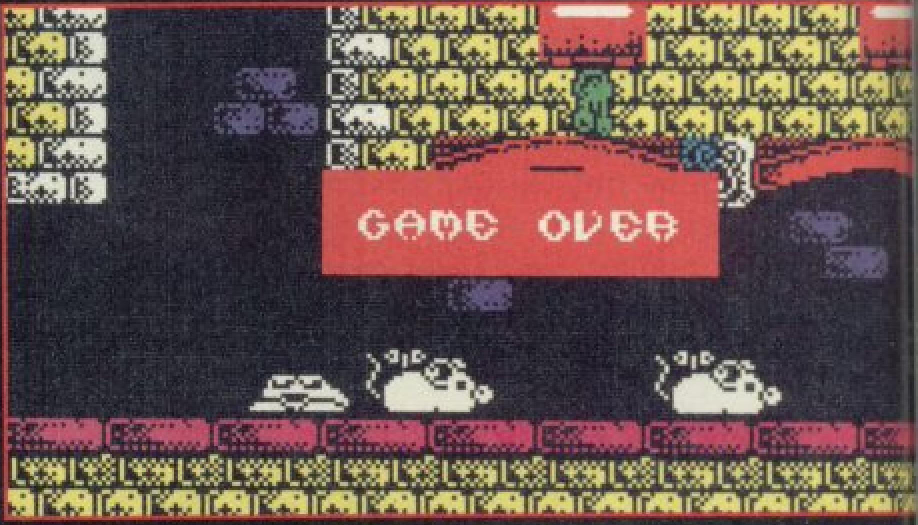
The preamble to the main mission is the collection of the necessary ingredients with which to make a flying spell.



Blinky in a loo-roll hilarity. Watch those slippery steps on the way down, B.

Once you can fly, the remaining parts of the castle are open for investigation and exploration. Frankly, by the time I'd battled through the aforementioned Deadly Things, my energy was so low that I only had the briefest chance to explore.

Despite some excellent graphics and some slick coding, I'm afraid it's simply too difficult. Nothing to do with intricate puzzles, but the ferocity of the creatures you encounter and Blinky's inability to stand still when you want him to. Pity.





SCORES

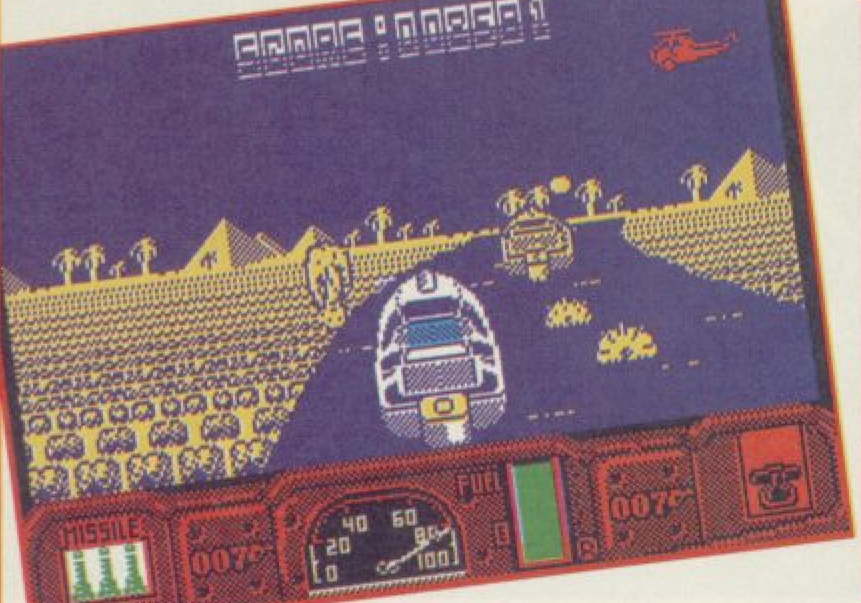
Graphics	75
Sound	67
Playability	58
Lastability	59

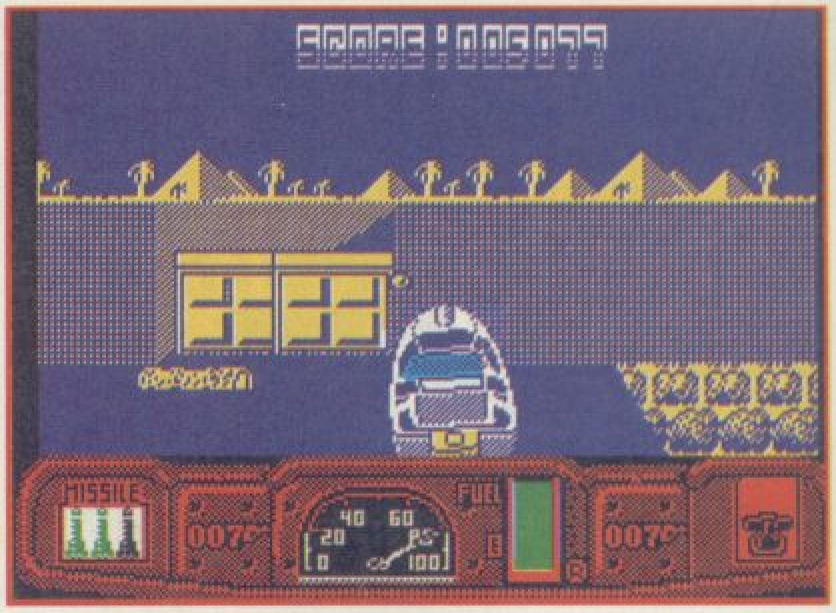
OVERALL 59%

Technically okay but too annoying for me, I'm afraid.

Label: Zepplin
Price: £ 2.99

JIM DOUGLAS



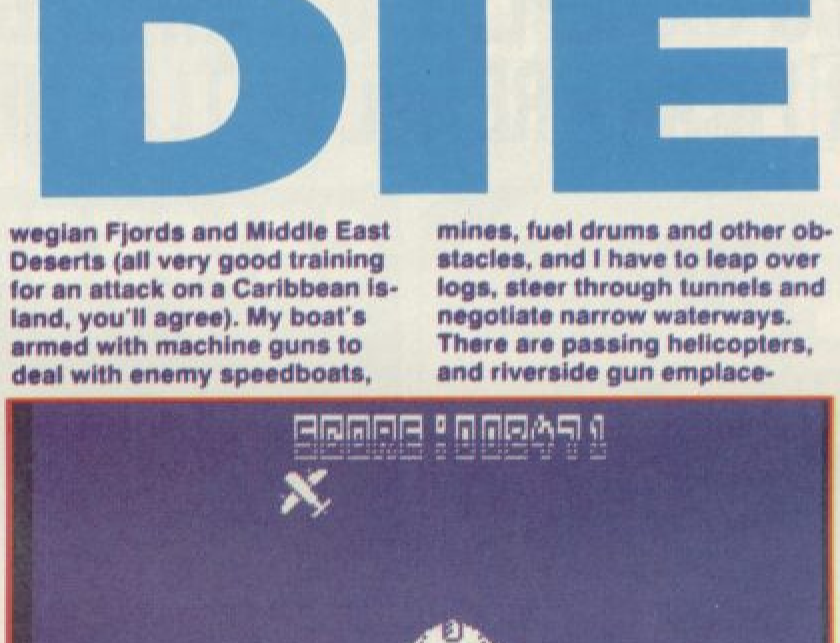


LIVE AND LET DIE

The name's Bond. James Bond. You might have heard of me. I used to be a top secret agent before the hormone injections stopped working and I had to retire. Now they've replaced me with some upstart from the Royal Shakespeare Company, and all I have left is my memories, and they're a bit shakey.

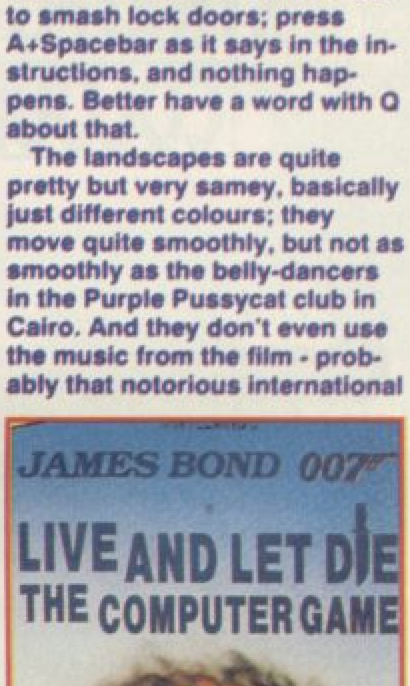
One affair I remember well is the Live and Let Die job. It was all to do with a Caribbean dictator planning to destroy America by flooding the country with free drugs. Good luck to him, I said, but M thought otherwise, and I was ordered to deal with the evil Dr Kananga. Imagine my surprise when my exploits were turned into a computer game several years later, and imagine how far my eyebrows rose when I saw what a rotten job they'd done of it. Her Majesty's Secret Service got hold of information indicating that the game was the result of a deal between two shady underworld groups, D.O.M.A.R.K. and E.L.I.T.E., who discovered that they were working on two such similar games that they decided to merge them together - a pity the result had nothing to do with my adventures. I don't even appear in the game myself - the star of the whole thing is a speedboat!

As part of the mission I have to steer the boat along four waterways; a target practice run, South American jungle, Norwegian Fjords and Middle East Deserts (all very good training for an attack on a Caribbean island, you'll agree). My boat's armed with machine guns to deal with enemy speedboats, mines, fuel drums and other obstacles, and I have to leap over logs, steer through tunnels and negotiate narrow waterways. There are passing helicopters, and riverside gun emplacements to deal with too, but you never get the feel of break-neck speed that gets the old adrenalin going. And damn me if I could find the controls to launch the three missiles I need to smash lock doors; press A+Spacebar as it says in the instructions, and nothing happens. Better have a word with Q about that.



Airborne! Leaping Over the loggy river in pursuit of Mr Big and his fiends. in their spotter plane. 80 knots and climing!

The landscapes are quite pretty but very samey, basically just different colours; they move quite smoothly, but not as smoothly as the belly-dancers in the Purple Pussycat club in Cairo. And they don't even use the music from the film - probably that notorious international terrorist McCartney would have demanded too much in the way of royalties.



On the whole this is one mission I would rather have forgotten. Now let me tell you about the time Goldfinger strapped me to a table and tried to turn me into a soprano with his laser beam...



SCORES

	69
	50
	56
	45

OVERALL 51%

This one should be locked in HM Government's files and kept top secret

Label: Encore Price: £2.99

CHRIS JENKINS

CONNECT!

This month we've got the usual excellent set of coupons. And there's a fab compo to win a load of sungl-asses.

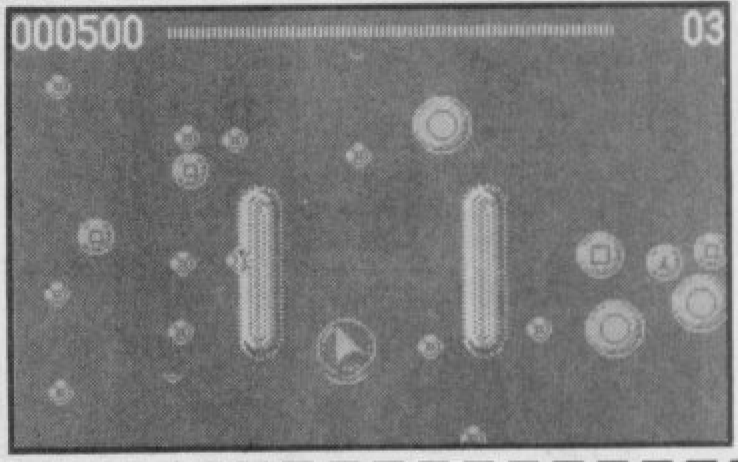
SMASH SMASH SMASH OFFER OFFER OFFER

£2.00 OFF £2.00 OFF
E-MOTION

Price to SU readers £8.99 (cassette) Send a cheque/postal order (with your name and address) to: E-motion Smash Offer, US Gold, Units 2 & 3 Holford Way, Holford, Birmingham, B6 7AX. Make cheques payable to US Gold.

Offer closes 31st July 1990.

£2.00 OFF £2.00 OFF

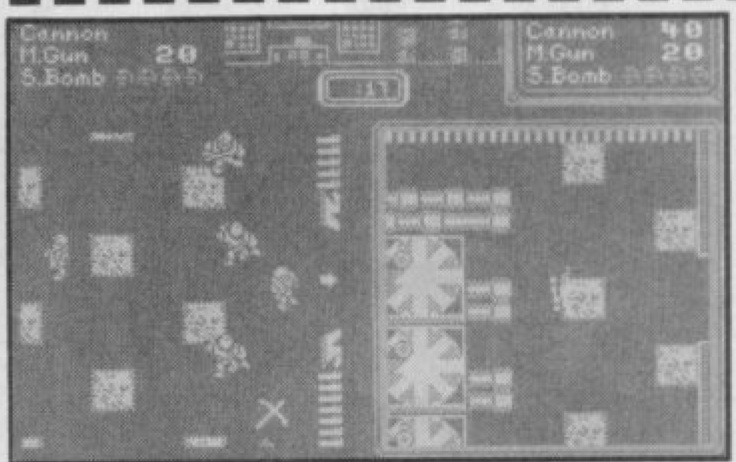


£2.00 OFF £2.00 OFF
CRACKDOWN

Price to SU readers £8.99 (cassette) Send a cheque/postal order (with your name and address) to: Crackdown Smash Offer, US Gold, Units 2 & 3 Holford Way, Holford, Birmingham, B6 7AX. Make cheques payable to US Gold.

Offer closes 31st July 1990.

£2.00 OFF £2.00 OFF



£2.00 OFF £2.00 OFF
HEAVY METAL (With free Beach Head)

Price to SU readers £7.99 (cassette) £12.99 (disk). Send a cheque/postal order (with your name and address) to: Heavy Metal Smash Offer, US Gold, Units 2 & 3 Holford Way, Holford, Birmingham, B6 7AX. Make cheques payable to US Gold.



SMASH SMASH SMASH OFFER OFFER OFFER

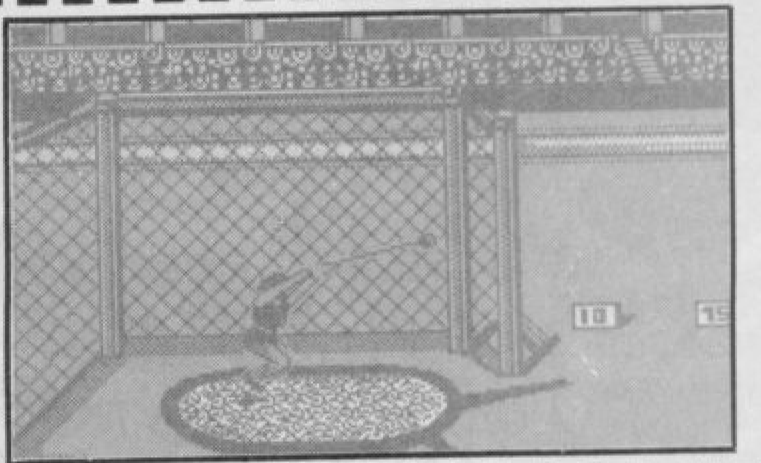


£2.00 OFF £2.00 OFF

Epyx 21 Compilation

Price to SU readers £12.99 (cassette) Send a cheque/postal order (with your name and address) to: Epyx Compilation Smash Offer, US Gold, Units 2 & 3 Holford Way, Holford, Birmingham, B6 7AX. Make cheques payable to US Gold.

£2.00 OFF £2.00 OFF

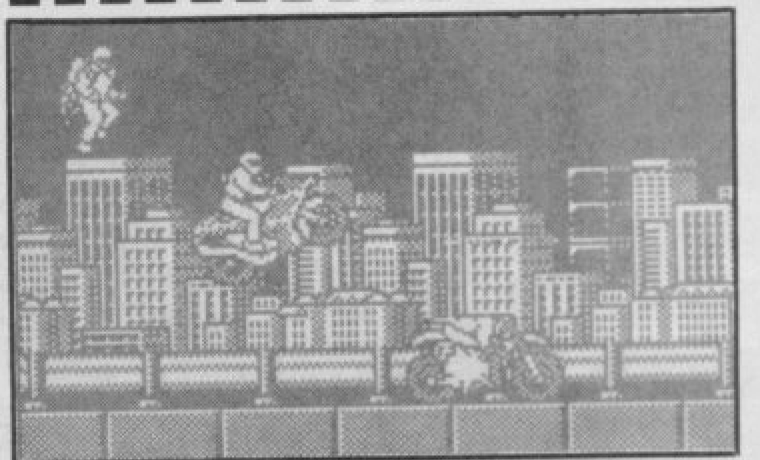


£2.00 OFF £2.00 OFF

SLY SPY

Price to SU readers £7.99 (cassette) Send a cheque/postal order (with your name and address) to: Ocean Software, 6 Central Street, Manchester M2 5NS. Make cheques payable to Ocean Software.

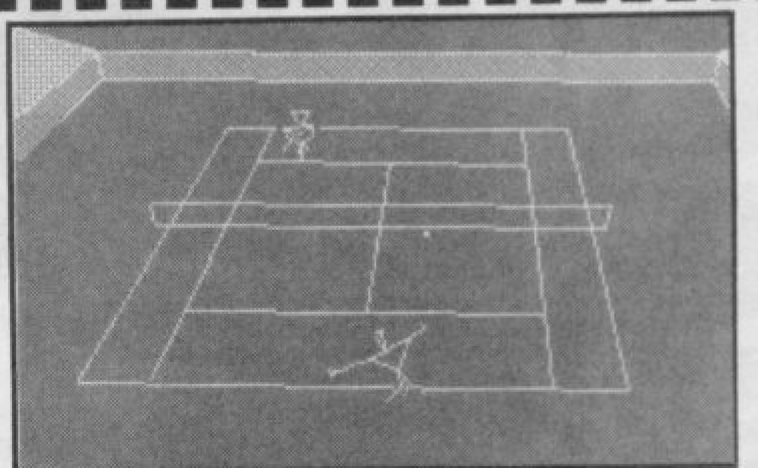
£2.00 OFF £2.00 OFF

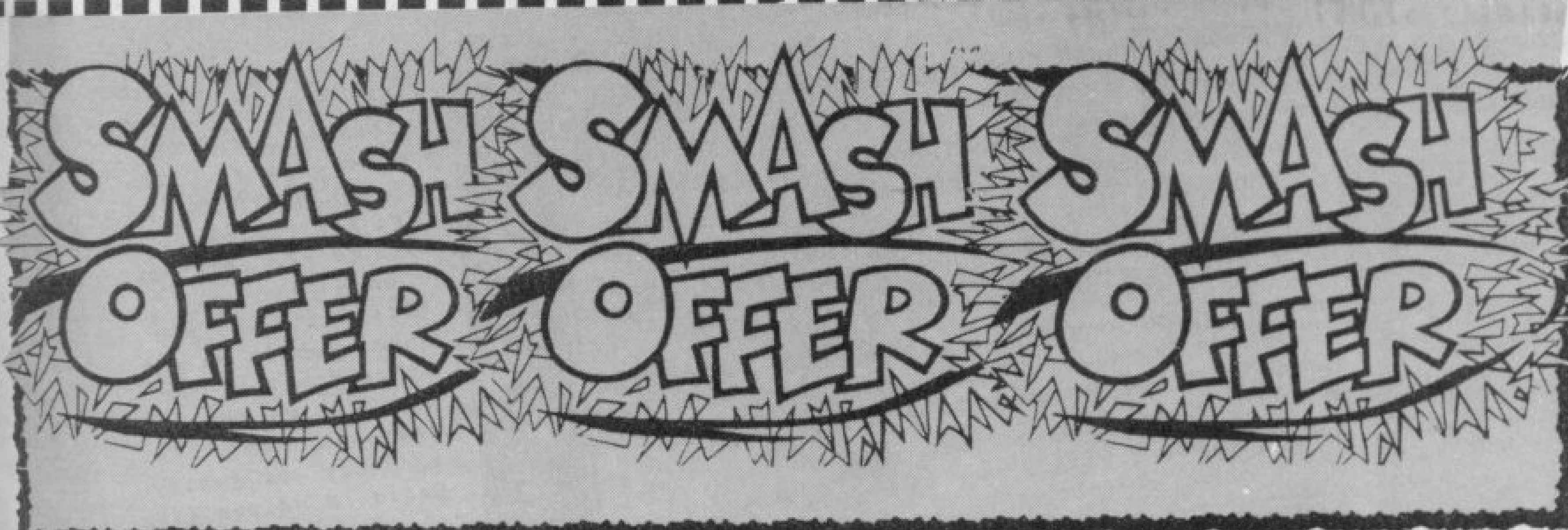


£2.00 OFF £2.00 OFF

3D INTERNATIONAL TENNIS

Price to SU readers £7.99 (cassette) Send a cheque/postal order (with your name and address) to: 3D Tennis Smash Offer, Palace Software, The old Forge Business Centre, 7 Caledonian Road, London N1 9DX. Make cheques payable to Palace Software Ltd.





TELL IT TO JIM

GOSH, REALLY!!

Dear Jim, I am writing about New Zealand Story. I was at the swimming baths and I had just done 20 lengths and me and my Mum decided to go upstairs to the cafe. I had a go on New Zealand Story and my Mum liked it so much she bought it for my Speccy.

When I got home I loaded it up and remembered the well trendy, mega, wicked, hip, dude music when you die. I just had to hear that music one more time, so I killed myself and to my horror it was a **** beep sound.

I was nearly in tears, but at least it has the well trendy, mega, wicked, hip, dudey music when you're playing it.

Matthew Harfield Accrington, Lancs

● *Phew! Any other musical disappointment stories out there, readers?*

THINK OF A NUMBER. ANY NUMBER

Hello Jim, I have noticed that it had been made mistake in numbering last few numbers of Sinclair User.

As a matter of fact, SU from March 1990 has number 96 and April's number of SU of the same year has number 98. Obviously, April's number has to have number 97, so that June's number would not be 100 but 99.

With best regards, Haris Hukic Sarajevo, Yugoslavia

● *Oops. Rumbled. Truth be known, there's an old publishing superstition that 97 is a thoroughly unlucky number. Any magazine that has the number 97 on it's front cover is most likely doomed. Lucky escape, eh?*

GOSH, IT'S SHOWOFFS CORNER

Get a load of this. I have completed four games, so stick that up your botty Mr Loveday (No 98). I have completed Myth, Double Dragon, Operation Thunderbolt and Bionic Commando (I played Bionic Commando in the Arcades and it was called TOP SECRET (?). Why is this? Anyway, here's my proof.

When you complete Operation Wolf (light gun) it says "Well done, you are a real pro".

When you complete Double Dragon you have a massive bundle with your brother and the winner gets a kiss from Marion.

When you complete Bionic Commando it gives you a crappy message saying that peace reigns supreme.

Latly, when you complete Myth it says, "Well done your task is complete. Dameron is banished".

Gareth Morris Crowthorne, Berks

● *Top Secret? We're baffled. Perhaps the Bionic Board simply found itself in a different cabinet?*



GOSH, LEAVE SIMON ALONE

Dear Jim, I decided to write to complain about that insignificant worm (Tommy Vanner) who criticised Simon MacLean for offering some constructive criticism of SU.

I agree with Simon that the average reader now appears to have the intellect of a YS reviewer (spit etc) and that the reviewers change each month (what happened to Tony, Osmond, Tim, Tamara etc).

While the reviews are still accurate and funny, good to read and and so on, I can sympathise with Simon on the declining number of reviews, as I remember when there were, at least, half-a-dozen "big" releases.

The Megatapes are great, and the demos, especially, are excellent. The letters page is the problem. About one person a month (if you're lucky) actually has something to say. Recently, it has become almost as bad as YS (well nearly).

However, I have been reading SU for over two years and still plan to read it as it is a darn sight better than YS and Crash.

Geoff Bennett Reigate, Surrey

● *Insignificant? Heavens! Reviewers changing every month? Not so. Tone is currently pursuing a career as a rockanrawl journo. (Has been gone four months) Osmond has taken over from Tim as our DESIGNER. He isn't a reviewer. And Tamara left more than a year ago. This isn't M15 you know. People do get other jobs. As for the lack of big releases. Not actually our fault, Geoff. Glad you like the tapes.*



SAM STATEMENT

Dear Jim, I'm writing to say what a rip off the Sam Coupe is.

Sam+1 disc drive, expansion and mouse = about £320.

This price is stupid, as you can get an Amiga for £359, including games. Also the Amiga is a lot better than the Sam.

An Atari ST only costs £259 with games etc.

Why doesn't MGT see that people aren't going to part with that kind of money when you can get a better computer for around the same price, or cheaper.

The Sam is said to match the ST graphics. This is rubbish, as the ST has a resolution of 320 x 200, while the Sam has a resolution of 256 x 192. Also the Sam has only 128 colours, while the ST has 512 colours.

I think the Sam should be priced at £260, with one disc drive, expansion and a mouse.

Martin Giles Solihull

● ***Who's going to be the first to leap to the Sam's defence?***

GOSH, I'D LIKE A PENPAL

Dear Su, This is urgent!! You may be cool but you're lacking something vital - a penpals column! Yeah, you heard me, you ain't got no penpals column.

My penpal has to be an SU reader 'cos all SU freaks are mega cool and that's a fact. So PLEEEEEEASE, write to me, SU readers as I'm in desperate need of penpals.

Oh, by the way, this is definitely slogan of the month: Grapefruits are yellow, parsnips aren't green, Buy SU, or else you're too mean!

Get writing to:
Debbie B (I'm 13 years old), Townley Cottage, 65 Pierce Lane, Fulbourn, Cambridge CB1 5DJ. Yeah!

● ***Thanks.***

GOSH, I AGREE WITH SIMON

Dear SU, I feel that I must agree with the letter in your March 1990 issue, written by Simon Maclean; your standards HAVE dropped since I started buying your magazine about six to seven years ago. However, I also recognise that you are catering for the majority - those who are interested in excitement from their machine, with a sense of humour to boot.

But you are neglecting a large market for those of us interested in the a) more technical side of the Spectrum b) Strategy and Simulation games. Look at the massive increase in membership of INDUG - the user group for the more technically minded user. This proves that the average Spectrum (and SAM user) who's had their machine for a few years has some degree of interest in the way they can squeeze more out of their little bundle of microchips.

As for your adventure coverage, well! Surely, you don't have to have just tips and reviews? The odd article on general solving of adventures would not go unnoticed.

Now for some praise. Coverage of other games has been good, but there's room for improvement. How about having two or three reviewers writing comments?

As for the SAM, you are the only magazine to fully support it. Crash and YS claim to, but you guys are the only ones to actively support it with tapes etc.

I don't expect my letter to be printed but just wanted to tell you how I, and probably the rest of the 5 million speccy owners, feel.

William Easson Stockport, Cheshire

● ***How do the rest of you feel about these suggestions?***

OU EST GOLDEN AXE?

Dear Jim, Please could you tell me if Golden Axe is going to come out as a computer game. On the arcade version it's mega, ultra, hyper, trendy etc. If it is, please can you tell me when.

Luke Brewer

● ***Yup. Probably 1991. Summer...er... August, um, probably the 3rd week. On a Tuesday I think. Probably in the afternoon. Getting on for teatime. Next?***

SELL THROUGH JIM

GOSH, A CRUCIAL IDEA

Dear Jim, Just had a crucial idea. In your cool part of the mag. You should have a sketch corner. You can call it what you want (gee thanks - Jim). Why not give it a go. We're sure there's lots of Speccy owners out there who can sketch a picture and send it in to your utterly cool mag.

James Davies and Nick Lakeman Middlesbrough, Cleveland

● *And as if by magic, a sketch corner appeared.*



GOSH, I KNOW ALL THE ANSWERS

Dear Jim, A reply to Mark Smith's letter (issue 98). Yes, you can buy more games for the light gun. Look in the May edition of SU, on page 13 of Connect you will find three games in the Worldwide Software advertisement. There is Billy The Kid, Bronx Street Cop and Jungle Warrior.

Gareth Morris Crowthorne, Berks

● *Good grief, Gareth Morris, you have had two (count 'em) letters printed this month. I hope you realise this means you can never write to us ever again (only joking).*

● *P.S. Pays to read the Connect section, doesn't it?*

EGO MASSAGE

Hello, to the best reviewer in the world (Jim). I'm writing to tell you how good SU is. When I first got my Speccy (2 years ago) a know-it-all called Adam Nichols in my class said, "Great mags, there brill especially YOUR SINCLAIR (serious case of brain damage!) so I did. The review of Oriental Games was horrendous. 73%! this game must be bad. But an inexperienced owner could not realise they urge and I bought it (I hope you're following this readers - Jim).

Now YS said it cost £10 and you said nine. And when I got to the shop it was nine. I started to lose faith in YS (not surprising). You gave it 91%. YS 73% who was I to believe. Anyway I bought it. It is fab! 91% was spot on and I congratulate you. I get SU every month and can you blame me! No! Thanks for being an ace mag.

Mark Andrew Stockport, Cheshire

● *Thangyew thangyew. Once again...*

GOSH, I'M RATHER SILLY

Dear Jim, Could you please, please, please send me a "Teenage Mutant Ninja Turtles" computer game because I have looked everywhere and I can't find one. So send me one (I'll pay you £3) or I'll change to Your Sinclair, so there.

Patrick Burns Co Down, N Ireland

● *Since a) We don't sell mail order software (money off coupons are handled by the software houses), b) Teenage Mutant Ninja Turtles (tm) doesn't exist on the Spectrum and c) £3.50 wouldn't even buy half a full price game these days, we're sadly unable to fulfil your order. Your Postal orders are on their way back to you.*



Win: Twenty *(count 'em)* Five pairs of super sexy Accolade sunglasses!

"Summer is a cummin in / Loude sing cuckoo."

Chaucer, eh? He was a fat git. Bet he was disgusting in the summer. They didn't have any of today's hassle-saving devices back then. No T-shirts. No Old Spice deodorant. No blummin sunglasses, that's for sure. What with the fire of London and the black death, summers back in prehistoric times must have been an utter nightmare.

So it's altogether a good job that Chaucer died an age ago and we live the brand-sparkling new rip-surf 20th Century.

It's also a damned good show that it's stopped raining and the sun is out for more than half-an-hour.

Time, then, to don a set of eye-shades which would have our fat old wordsmith falling over his dress and instantly boost your cool factor into the stratosphere. Thanks to the astonishing generocity of the decidedly surf's-up types at Accolade, and thanks to the forthcoming release of their excellent Grand Prix Circuit game (race the world), we've got TWENTY FIVE pairs of the most stylish rubberised sunglasses known to man.

Our Garth, or Captain Hip as we know him swears by (at) them; "If you're hip and rip, then these goggles will make you boggle!" he claims.



Indeed, they are really rather excellent, and as well as keeping out those deadly neutron rays that the sun gives out, they are guaranteed to look better than any of your mates' shades.

The lenses (as you may not be able to tell, hem hem) are all the colours of the rainbow. They look like petrol mixed with water, and are darned cool.

So. If you fancy a pair of these, simply answer the questions below and send the coupon to: Boggly Goggles Compo, Sinclair User, 14 Holkham Road, Orton Peterborough, P62 OUF. Compo closes on July 31st. Ed's decision is final. No correspondence etc.

The Questions

1) Which of the following is found in glass?

a) Sand b) Water c) Iron

2) The Sun is... a) Really Hot b) Really Big c) Really Near

3) How many syllables in Accolade?

a) Eight b) Three c) Four

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1) __________

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THE UNTOUCHABLES

I don't often buy computer games but the Untouchables was an exception. I sent off for it by post and within a week it was here. I loaded it up straight away and got stuck in. At first I thought it was going to be another one of those games which looks nicer than it plays but then I got on to the second level and I loved it. I liked the idea of re-loading the pump action gun on levels 3 and 6. Unfortunately I have only been receiving SU for the past three months therefore missed the demo and review but if I had reviewed it, it would have looked something like this...

Graphics 89%
Sound 72%
Playability 93%
Lastability 90%
Overall 96%

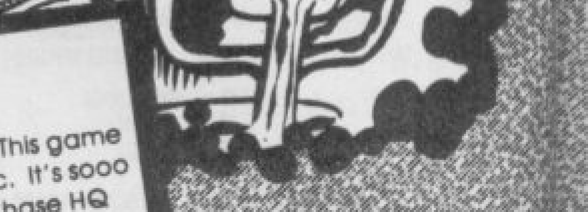
POKE If you have problems with getting off the levels try putting in Humphrey Bogart on the high score table then press Q.W.E at anytime to jump to the next level.

Keep up the good work SU!!
Matthew Barnham Taverham, Norfolk

FUTURE BIKE SIMULATOR

82% Are you mad? This game is a definite Classic. It's sooo fast. I thought your Chase HQ demo was fast but Future Bike leaves it miles behind. The weapons shop comes in handy (anybody know what a cloaking device does?) and the graphics are brilliant OK, so the sound's not so good but that doesn't spoil the game. The marks should have been:

Graphics 85%
Sound 60%
Playability 90%
Lastability 89%
Overall 92%
Addictive, fastest speccy game I've seen and well worth 3 quid.
Gordon Johnston Dalkeith Midlothian, Scotland



PUB TRIVIA SIMULATOR

Dear Garth (yes you, that one cowering behind the desk) You are a mad raving loony for 2 reasons (the above games), lets start with Pub Trivia (80%). I read your review and it sounded brill (almost as good as SU). I searched the shops and finally got it, rushed home, loaded it up and played it. I thought wow, Happenin' Man etc but after a week it was about as exciting as a pound of salami, I mean there's no real point unless you're a complete and utter blubber head) or object to the actual game so it gets really boring, my marks would be:

Graphics 98
Sound 80
Playability 61
Last Ability 39
Overall 54.%

● ***Garf Sez: Unless you've answered all the questions (which we don't believe). You're mad. It isn't much fun if you're playing on you're own, but you it serves you right for not having any mates.***

RAINBOW ISLANDS

Dear SU, This brilliant game is worth more the 94%! The graphics are great. It is really clever the rainbows look like loads of colours instead of just two (which is all they are) the rainbows are not the only colour around, this game is full of it colour clash is almost unoticable. Playability?! Tons of it! You can make your own platforms! Sound on the 128 version is brill! The jazzed up version of "some where over the rainbow is....erm...brill! Lastability is there aswell. You get a little further each time you have a game.

The real marks should be:
Graphics 96% Sound 91%
Playability 98% Lastability 95%
(And one special category)
Cuteness 100% Overall 99%
Thank you for listening
Alex Pryor Norwich, Norfolk

● ***Please turn to page 8 and see how to give reasonable scores, mr mad.***

OPERATI... THUNDE...

Dear S... I b... the fi... p... complet... Op... Thunderb... cheats ... ok... on my o... m... 717239, ... e... "Congratulati... rescued ... e... body kno... v... your ne... iss...

Good e... ut ... is know... c... the hostages. you see ... la... One good... g... the speccy ... people the... s... hands. A... w... Thunderb... w... the mark... d... Graphics 50... Playabilit... 81... **Graham... au... Tranmer... M...** PS. Has ... or... Renegad... I f...

THE Write Stuff.

So, you think that Jim can't tell the difference between rad and raddish. Is Garth really as mad as everyone thinks or does he actually know what he's doing? Is Chris 'Mr Hateful' Jenkin's really fair with his marks? Tell the world what YOU think of the reviews and the reviewers. If your letter's published you'll get a designer SU badge and the best letter of the month will be awarded £20 of software chosen by Jimbo himself. Send you letters to: The Write Stuff, Sinclair User, Proiry Court, 30-32 Farringdon Lane, London EC1R 3AU.

RAINBOW ISLANDS

Praise the lord! It's arrived what am I talking about? "Rainbow Islands" of course. I just can't believe Jim got a review right. as soon as I saw the massive 94% I rushed out to the shops in a mad slurry, plus when I played it was brilliant! Pure excellence, but don't you think it deserved at least 98%. I would of given it : Graphics : 99.99% Sound : 99.99% Playability : 99.98% Lastability : 99.99%

I just wanted more everytime. The sound is unheard of. It could reach No1 in the charts its so brilliant. Jim you are an excellent reviewer and you deserve a can of dude brew. Everyone buy it!

Jason Sindall Penzance, Cornwall

GHOSTS 'N' GOBLINS + GHOULS AND GHOSTS

Ha! 71% Garth you demented pratt! Ghosts 'n' Goblins is great and it's only £2.99. Garish graphics let it down, NO WAY! By the screenshots it looked like you couldn't get past the demon at the end of level one. Later levels are a lot better. I admit for months I was struggling to get past the demon just before the raft. But suddenly I clicked past it. Mega game, maybe it should have got 99%.

Garth does it again (wrongly). Of course I'm talking about Ghouls and Ghosts. How thick can you get Sumpter (very). The graphics were great and there was HEAPS of playability. Only 82% overall! This should have been the

Fax Box.

Graphics 95%
Playability 97%
Sound 90%
Lastability 98%
Overall 95%

Ian Dennison Harrow, Middlesex

● ***Garf Sez: I agree that it was a cool game, and if you check out our reviewing breakdown on page, you'll see that 80% is "a real sizzler". So get your numbers sorted out.***

...ERATION ...UNDERBOLT

...ear SU, I bet you I'm one of ...he first people to ...plete "Operation ...derbolt" with no aid of ...ts or Pokes. I was playing ...y own my score was ...39, the end message was : ...gratulations you have ...ued seven hostages, no ...y knows when orders for ...next mission will be given"

...d eh but I'm sad that there ...ow end of game picture of ...hostages. On the arcade ...see a plane taking off. ...good eg. is Chase HQ on ...peccy you see pictures of ...ple then see them shaking ...ds. Any way Op ...derbolt who was still fab ...marks I'd give it are: ...phics - 80% Sound - 70% ...ability - 81% Lastability - 90%

...ham Dauney Higher ...nmere Merseyside

...Has anyone got any tips for ...egade I find it really hard.

FRUIT MACHINE SIMULATOR

I bought the original FMS and I must admit I was addicted so I couldn't believe my eyes when FMS2 hit the software market. I rushed out and bought it and I am getting really worried about dear old Codies. I used to think they produced nothing but the best but now they are really going downhill. What ever you do don't buy this game my marks are:

Graphics : 71
Sound : 09
Playability : 46
Last Ability : 11
Overall : 27

Andrew Cain Handsworth, Sheffield

● ***Garf Sez: Too many flashing lights eh?***

ALTERED BEAST

Dear SU, I'm writing to tell you about a game called Altered Beast. The graphics are bad for a £9.99 game by Activision. On the first level there are no birds that come down and scratch you like the arcade, The game play is the same. You can hardly tell the blobs apart because they have a white outline and they are always the same colour as the background.

The third level is the best because when you are a bear you fire bad breath and knock every one out. The only really good thing is the title screen, that is roughly the same as the arcade. The faxbox should be:

Graphics: 25
Sound: 10
Playability: 55
Lastability: 95

Paul Shouler Crawley, West Sussex

45

DAN DARE III

Dear Garth, When I saw your review of Dan Dare III, I ran out to buy it only to be told "It'll be out soon" so 2 weeks later I went back, and got the same message, until 17th April when at last I got the game. I loaded up, played and finished the game yes on my first, I finished the game but I still love the game. And why did you give it 84 for sound,when the only sound is at the beginning. I think the Fax Box should look like:- Graphics : 95 (one you almost got right) Sound : 35 Playability : 80 Lastability : 99 Overall : 87 and no classic.

Daniel Gray Caerleon, Gwent

Greetings, mortals. As well as penning these words I am also, at times, a Sorceress with a mission. I go out to seek stories and news for you, and during the course of one of these investigative journeys I bumped into a mortal by the name of Jackie Wright. Her name may be familiar to some of you, to others it might be about as well known as that of, say, the governor of Saskatchewan. Not, I hasten to add, that Jackie Wright has got anything to do with the governor of Saskatchewan. Or if she has, then she was saying nothing.

We met in a hostelry, where I can confirm that, amongst other things, Grues have long hair and drink bottles of Newcastle Brown Ale. But that is by the by. Jackie Wright is one of the founding figures behind the Guiding Light Adventure Helpline, which is something that I have mentioned before in bygone times. Then it had only just started up, now it is a thriving business.

The idea is simple. You, the frustrated adventurer, ring them up with a problem in a game. They, who shall be known as GLAH from now on, will attempt to supply the answer. More often than not, they will succeed. Failing that, GLAH will probably call you back within mere seconds with the correct solution.

Jackie told me of one or two bugbears at GLAH. One is the person who rings up and says, "Hello, remember me, I'm the one you told how to get out of the dungeon in The Hobbit six weeks ago. Well, now..." Considering that they receive hundreds of calls every week, I'm not surprised that at times they find it difficult to remember someone from an opening gambit like that.

Another moan was about people who gave GLAH a call and say, "I've just bought Sherlock Holmes and the Beheaded Smuggler, what do I do now?" This sort of person should not be playing adventures! Give them a specific problem, not something ridiculously vague like that. Or people who ring up and say, "I've found the sword like you told me, what do I do with it?" The answer must , on occasion, be very tempting. No hint of the game, or what part of it they're struggling along in, just a strange request for 101 things to do with a sword. Specific problems, that's the order of the day.

It will also help you, because the telephone number is one of those that costs 25 pence per minute off peak and 38 pence per minute during peak times. But, if you're completely stumped, then it's money well spent. And the number? It is 0898-338 933. Keep it safe beside you at all times, sellotape it to the front of your computer, because you never know when you might need it.

My only complaint surrounding this meeting occurred after I had left it. Walking away, I encountered a bunch of youths who had clearly been imbibing rather unwisely. They were wobbling along in the middle of the road, and appeared to be experiencing great difficulty in remembering the words to "here we go, here we go, here we go". I turned them all into frogs.

Having sneakily mentioned Sherlock Holmes and the Beheaded Smuggler earlier, someone else at this meeting was telling me of one or two problems with it. Specifically, they were trying to GET something from a wardrobe (I think it was a wardrobe) and couldn't. Rang up the author, who told them that Zenobi had taken the game on. No problem, ring up Zenobi.. Zenobi have no telephones, back to author. There's a list of words used in the game, it comes up near the start, he says. No it doesn't, says my friend. Eventually they sorted it out, the solution being to TAKE OUT something. Bit of a niggly use of vocabulary there, methinks. But the main point is, if a company takes over a game from an individual, why don't they leave it as it is instead of tinkering about with it and altering it, sometimes for the worse? That may not have happened here, but it very much looks like it.

Another game to suffer in this way was the rater interesting Runestone, from a few years back. Nothing wrong with it when it left the hands of author Alan Davis (according to the most recent issue of Adventure Probe, which you all should buy), who sold it first to Games Workshop. They responded to this largesse by pulling out of the software market and selling it to Firebird. They then decided to "improve" the game by inserting a few bugs, changing the graphics, and putting in a loading routine that made it incompatible with the 128k Spectrum. Like I said, why can't companies leave games as they are when there is clearly nothing wrong with them and they work properly? If Rune-

DRACULA: (from where we left off) wait until the next random move takes you to the dressing room window, where you see Dracula climb out of his window and climb down the wall. You then return to bed and sleep, and when you awake in the morning Dracula enters and confiscates the cord. Now move around and wait for the next random move, where you go to the dressing room, sit on the sofa, and are attacked by the three women you saw in your trance. S, get cross, wave cross (the women turn to dust). Dracula arrives, tells you that you hurt your neck in the night, and that he put you to bed and washed your clothes...

ADVENTURE QUEST: (from where we left off) SAVE GAME! D, u, e, get lung-fish, d, look, u, drop lung-fish, get lung-fish, get trident, get lamp, get bottle, d, drop lung-fish, get lung-fish, n, w, w, n, w, u, drop lung-fish, get lung-fish, on lamp, oil door, fill bottle (with water), drop bottle, drop lamp, d, drop lung-fish, get lung-fish, e, s, e, e, s, s, u, drop lung-fish, get lung-fish, get keys, get eye, d, drop lung-fish, get lung-fish, n, w, w, n, w, u, drop lung-fish, get lung-fish, open door, drop keys, drop trident, drop eye, d, drop lung-fish, get lung-fish, e, s, e, e, s, s, u, drop lung-fish, get lung-fish, get net, get bag, get medallion, d, drop lung-fish, get lung-fish, n, w, w, n, w, drop medallion, e, s, w... and there's more!

DESERT ISLAND: (from where we left off) s, s, e, e, n, drop ladder, up (should be on ladder), exam trapdoor, cut lock, drop hacksaw, up, torch on, take can, down, down, torch off, s, w, w, exam staff car, siphon petrol, drop tube, n, n, w, w, w, down, w, n, n, n, n, w, w, w, take matches, pour petrol, light petrol, drop can, drop matches, down, torch on, e, e, e, take diesel, w, exam grill, unbolt grill, drop torch, up, s, e, e, e, s, s, s, s, s, s, go launch, fill tank, start engine... and there goes another one!

CROWN OF RAMHOTEP: It is dark down the steps, so you will need to light your lamp. The only item you need from the recess is the long copper bar. When you reach the small chamber a slab swings down behind you, cutting of any retreat. You lose the lamp, but a strange glow from above enables you to see. The statue here is very heavy but you can carry it. In the room with Isis, turn the staff to reveal an opening in the west wall. Drop the statue from the alcove in the tunnel, which prevents a huge stone ball rolling down the tunnel and crushing you. Getting the ladder through is tricky. In the dark alcove, you must tie the rope to the bar and lower the rope through the hole in the floor, the bar spanning the hole. Then you must return to the room with Isis, and you will see the rope hanging down through the hole in the ceiling. Tie the ladder to the rope and return to the dark alcove, where you can pull the rope up with the ladder tied to it.

LUDOIDS: Part Two, Glacia. Enter the igloo, take and wear the clothes. Enter the helijet but do not try to fly it. Just start it instead and climb out. Go down into the Galactic Market Intervention Store and go N, W, N, N. Open the crate containing Glycol with the crowbar and take some. Go S, S, S and read the label on the crate. It says DIODUL and is the next code word. Back up on top you will find a huge lump of ice with the jammer buried in the middle. Pour the Glycol on it to get closer to the jammer. Press the detector.

KNIGHT ORC: The gold collected keeps on being taken again? Put anything in chest or bucket. What use is Rapunzel? Cut hair for more rope. Locked in castle and no way out? Once the drawbridge has been opened drop anything heavy on to it to keep it down. Can't get into the castle? Get drawbridge lowered then climb vine on wall.

The Sorceress



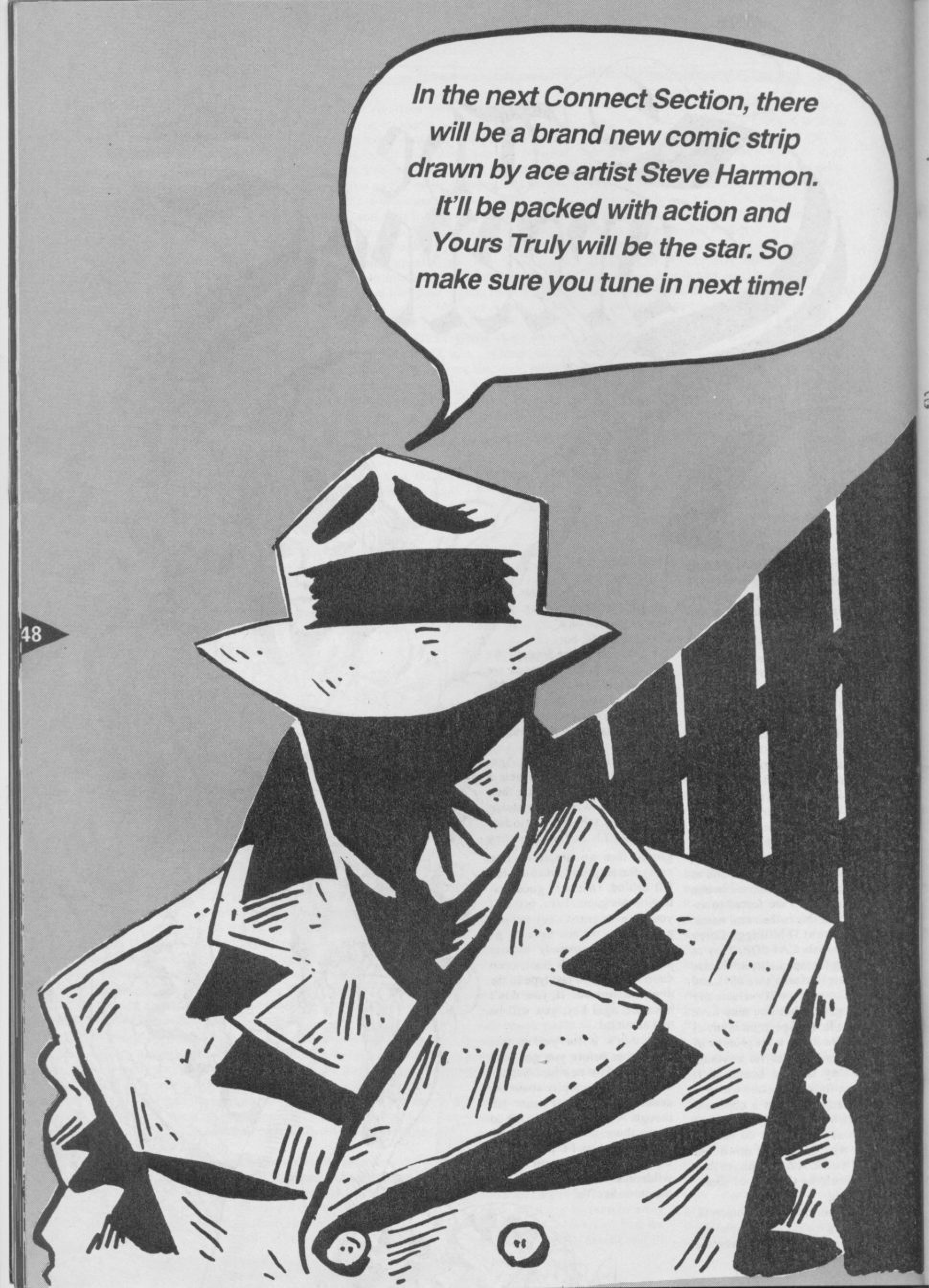
stone had done well, Alan Davis might still be writing adventures for us, but as it is he is not, having dipped his toe in and found the waters rather cold.

Fortunately, some people are still putting fingers to keyboards and producing games for us to enjoy and, sometimes, wish we hadn't bothered. Are you a budding adventure writer? If so, a company in Carlisle might just want to hear from you. Unlike some companies, who state that they won't even consider an adventure written using a utility, a rather foolish view in my opinion, this one appears to have no such objections. The company's name, unless someone is playing a joke on me, is Armageddon & Cream, and as I've seen them mentioned in one or two places I am forced to assume that this is their real name. A & C live at 37 Millriggs, Corby Hill, Carlisle CA4 8QP. They're looking for top quality adventure software (but aren't we all?), and A & C say they will evaluate any good games that you may have written for the Spectrum in any of its guises. There is the promise of generous royalties for anything that they take on board, so if you've finished a game which is now languishing in a cupboard somewhere because you couldn't think of anything to do with it, then why not dust it down and send it off to A & C? This, as they say, could be the start of something big.

A complaint, said The Sorceress, changing the subject completely. In the latest issue of Adventure Probe there is a review by one known as The Wayfarer of a game called Essex. It was re-viewed on a Commodore 64, but is it available for the Speccy? We are not told. Furthermore, we are also not told where it is available from, as addresses and telephone numbers are conspicuous by their absence. Slapped wrist, naughty naughty.

On the plus side I see that Agatha's Folly from Zenobi gets a good review (you must have their address by now!). As the author Linda Wright (no relation to Jackie Wright) is no longer writing games, then we simply have to enjoy the legacy of what she has left behind. One very good feature of this game, I see, is that if you have the correct key to open a door you do not have to go through the extremely tedious procedure of unlock door, open door, north... you just type in the direction instead. If you don't have the right key, you will be told about it.

And that's it for yet another month but before you go, have you noticed the new look Sorceress? I think it's a pity about the snake spoiling her sun tan though. And whatever did she do to get those stomache muscles? And now I think I'll just rub in a bit on sun oil and leap out into the wilderness that I call a back garden now. See Ya!


In the next Connect Section, there will be a brand new comic strip drawn by ace artist Steve Harmon. It'll be packed with action and Yours Truly will be the star. So make sure you tune in next time!

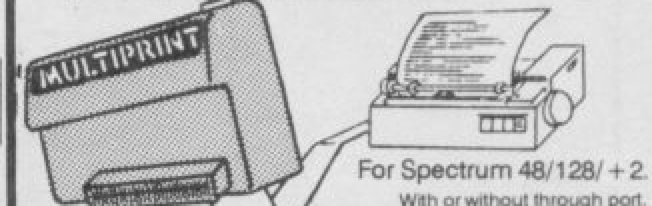
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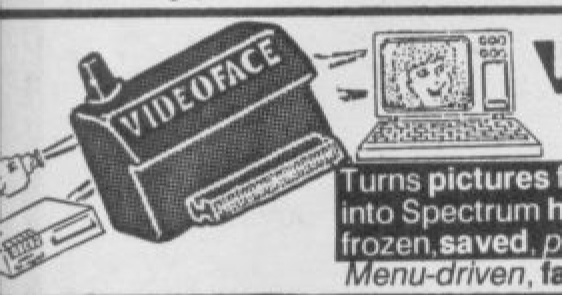
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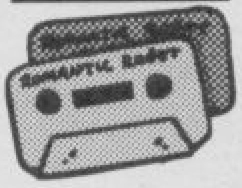


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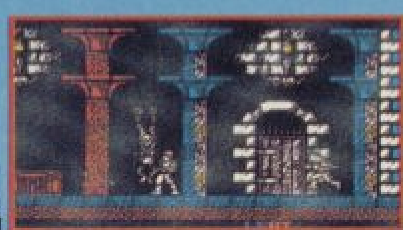
DEFENDERS OF THE EARTH



"You can't come in here unless you're wearing a tie!" Flash is having problems here so he'll have to jump the bouncer.

The only thing in the universe that's meaner than a ferret up an elephant's bottom is Ming the Merciless. And the only thing in the universe that can hurt him more than a spiky sea urchin dropped down the front of his trousers are the Defenders of the Earth.

Get the idea? Well Ming's got a stonker of a brainwave to keep the Defenders of the Earth out of his hair. You see, he's kidnapped the children of the super do goodies, that's Flash's son and the children of



Mandrake, Lothar and the Phantom, and locked them all in a cell in the darker and colder than a plain chocolate choc ice of a dungeon within his fortress.

So the team of professional baby sitters must penetrate Ming's fortress, avoiding detection by Ming's security system, and rescue their kids before the Social Services learn of the whole episode and take them all away for good.

You are Flash (are you really?) and you must work your way through Ming's fortress, from flip screen to flip screen, armed with only a handgun and the ability to call other members of team down to perform certain set tasks. For example, if a door needs opening then a quick dab on the space bar will have Dynak-X send the best member of the team (even including Zuffy) to perfrom the task while Flash

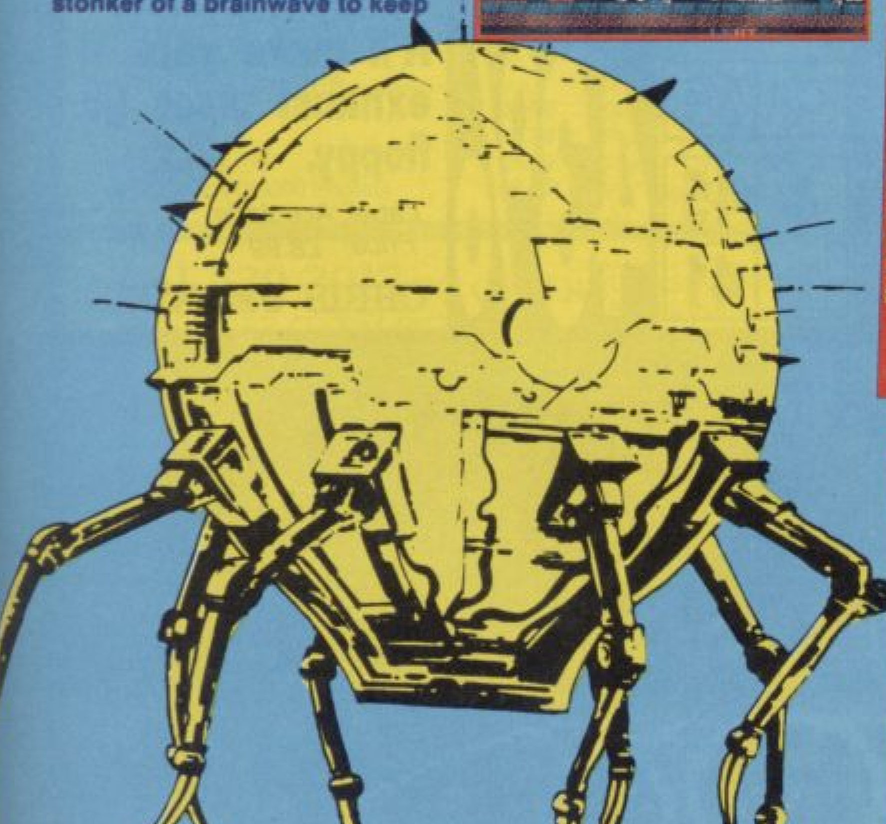


tries to provide covering fire without losing any of the shields that he begins the game with. No shields, no Flash, no problem 'cos the game is fast with whole battalions of basket kicking nasties running onto the screeen from left and right.

Although the action's all there and the colour is very well done, the game is not the hottest around because of the initial levels of difficulty involved, but it should still provide excitement for the shoot em up monsters out there and the odd several thousand Defenders fans.



"And then put the cuttings on the patio and let then develop" No, you can't climb up the plant, you just haven't got the time.



SCORES

Graphics	80
Sound	76
Playability	70
Lastability	73

OVERALL 73%

Fast and furious action, but tricky to get to grips with

Label: Enigma

Price: £9.95

GARTH SUMPTER

REVIEW

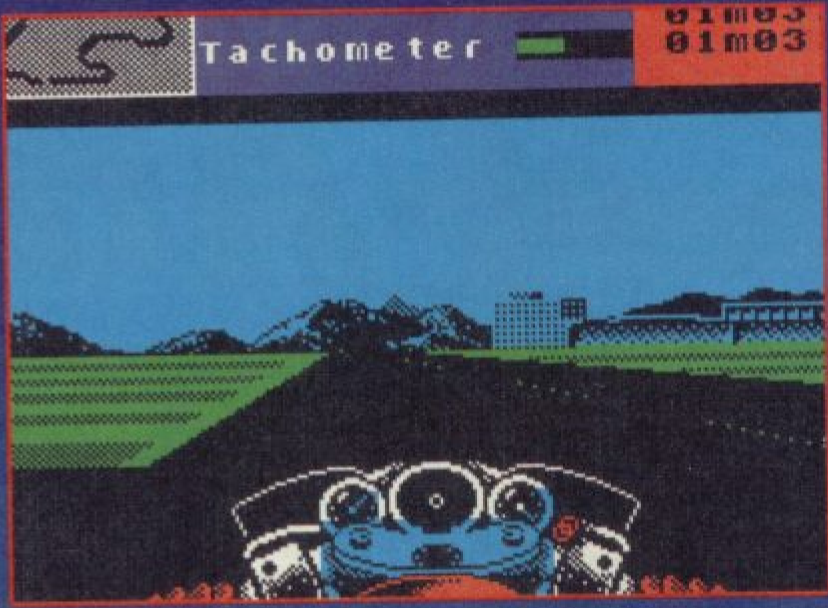
THE CYCLES

For some time there's been a gap in the market for a really realistic, exciting, challenging motorbike racing game. Well THIS ISN'T IT! Ha!

In the greatest example of misleading packaging I've seen for some time, the Spectrum version of Accolade's dismal Cycles - International Grand Prix Racing is illustrated with IBM-PC screenshots, which make it look great. Not only are the Spectrum graphics relatively naff, most of the elements of realism seen to be absent too.

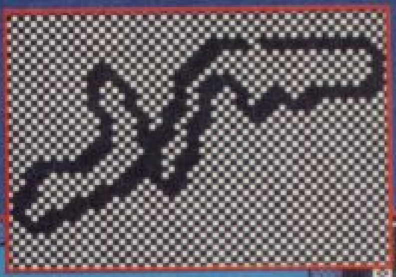
It could have been good. You get five difficulty levels, practice rounds, international championships, competitors' tables, displays of lap time, laps remaining, route maps showing your position and that of your competitors, and a choice of machines. But in the fine details, things start to go skew-whiff. For a start, your three road-burning big thrusty machines - 125, 250 and 500cc - have different performance specs, but all look exactly the same! And once you get on the practice track, get this; the handlebars of your powerful road-eating racer don't deviate from the horizontal, so you've no idea how far you're steering and you tend to veer all over the road.

To make things worse, there's a broad black band across the bottom of the screen which cuts into the leading edge of the black roadway, so you can't make out where the edge of the road is. But it doesn't much matter, because even if you drive off the road you can't crash - you just get lost on the grass. On the practice rounds you don't have any opponents to crash into, but once you get onto the international tournament, racing at fifteen tracks including LeMans, Salzburg, Donington and so on, you get nine riders to compete against. And they look awful; like big lumpy dispatch riders rather than sleek racers. You can't crash into them either - they just melt out of your way. The animation is fairly smooth and background details reasonable, but that's little consolation.

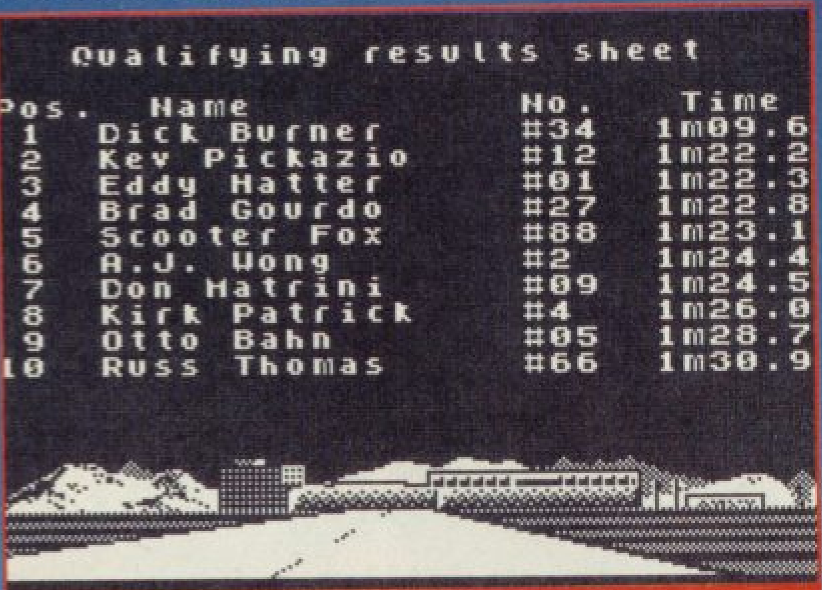


On lower levels, your gears shift automatically, so all you have to do is control speed and steering. On higher levels, you have to learn to use your gears to get the best performance out of the bike without burning out your engine. This is just about the only entertaining aspect of an otherwise mishandled game. If you accept the dubious claim that Cycles is "The only motorcycle game with a first-person perspective" - and SURELY that isn't true - then that's just about its only virtue.

As Barry Sheene would say - ooh, me pins.







Qualifying results sheet

Pos.	Name	No.	Time
1	Dick Burner	#34	1m09.6
2	Kev Pickazio	#12	1m22.2
3	Eddy Hatter	#01	1m22.3
4	Brad Gourdo	#27	1m22.8
5	Scooter Fox	#88	1m23.1
6	A.J. Wong	#2	1m24.4
7	Don Matrini	#09	1m24.5
8	Kirk Patrick	#4	1m26.0
9	Otto Bahn	#05	1m28.7
10	Russ Thomas	#66	1m30.9

Onto the straight! Time to open her up! The scanner top left shows a rapidly approaching bend. Get ready with the anchors!

SCORES

59
58
45
41

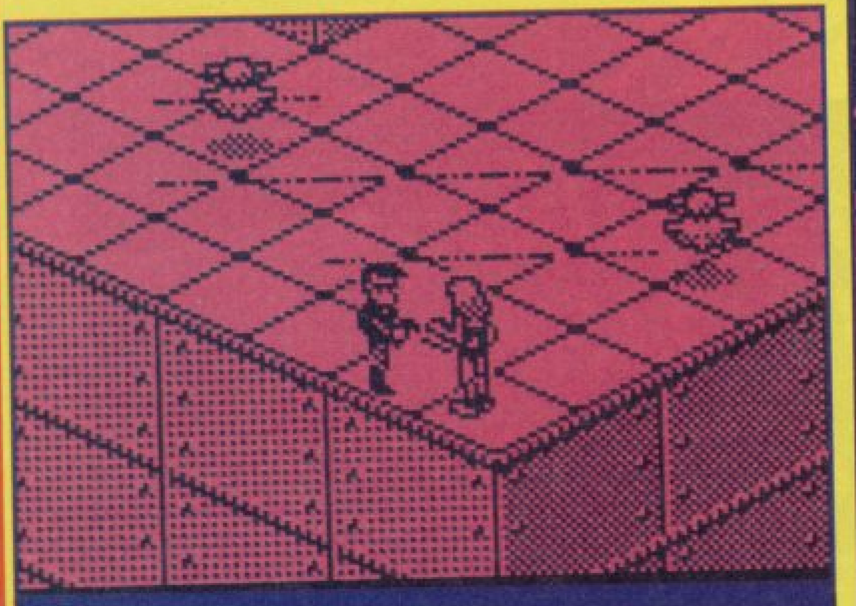
OVERALL 43%

Definite snooze. It'll make your exhaust pipes go floppy.

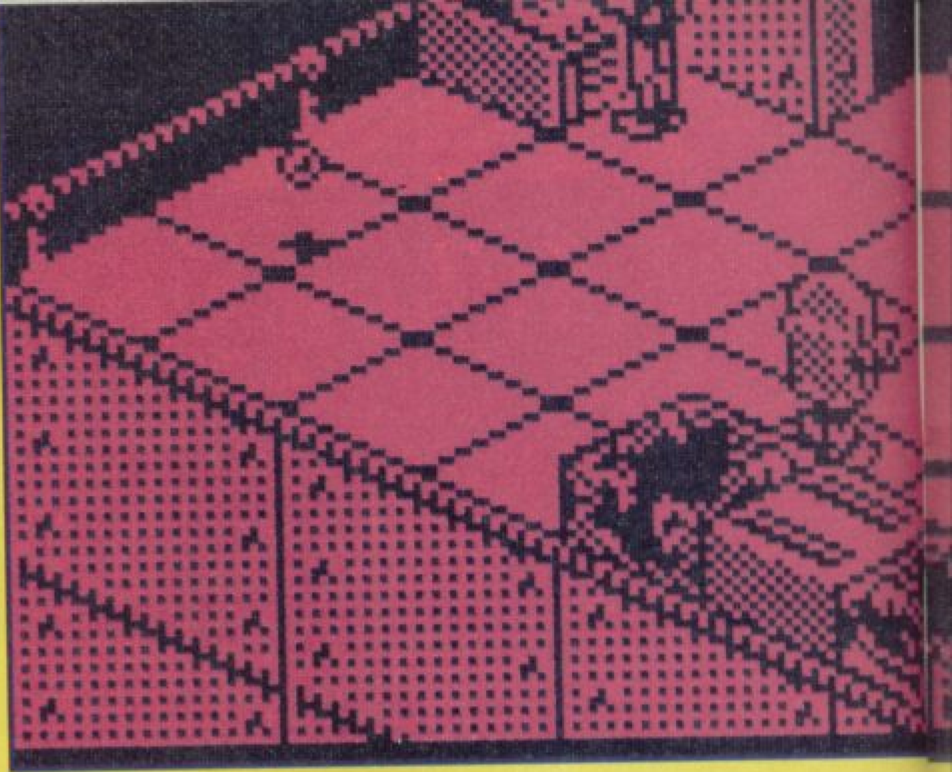
Label: Accolade
Price: £8.99

CHRIS JENKINS





Jake, In the glasses, meets up with one of the voluptuous wimmin he must rescue. Don't push him - he's close to the edge (arf)



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

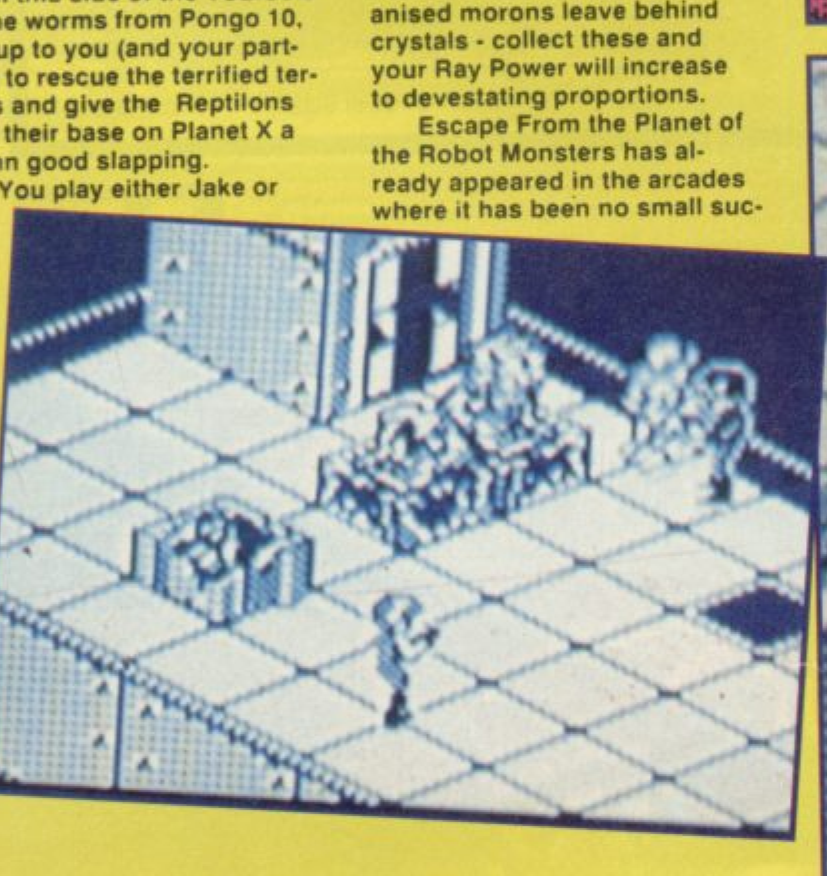
Oh No! The evil Reptilons, those bastions of baddieness, have kidnapped the gorgeous, pouting Professor Sarah Bellum and taken a number of hostages who they have enslaved.

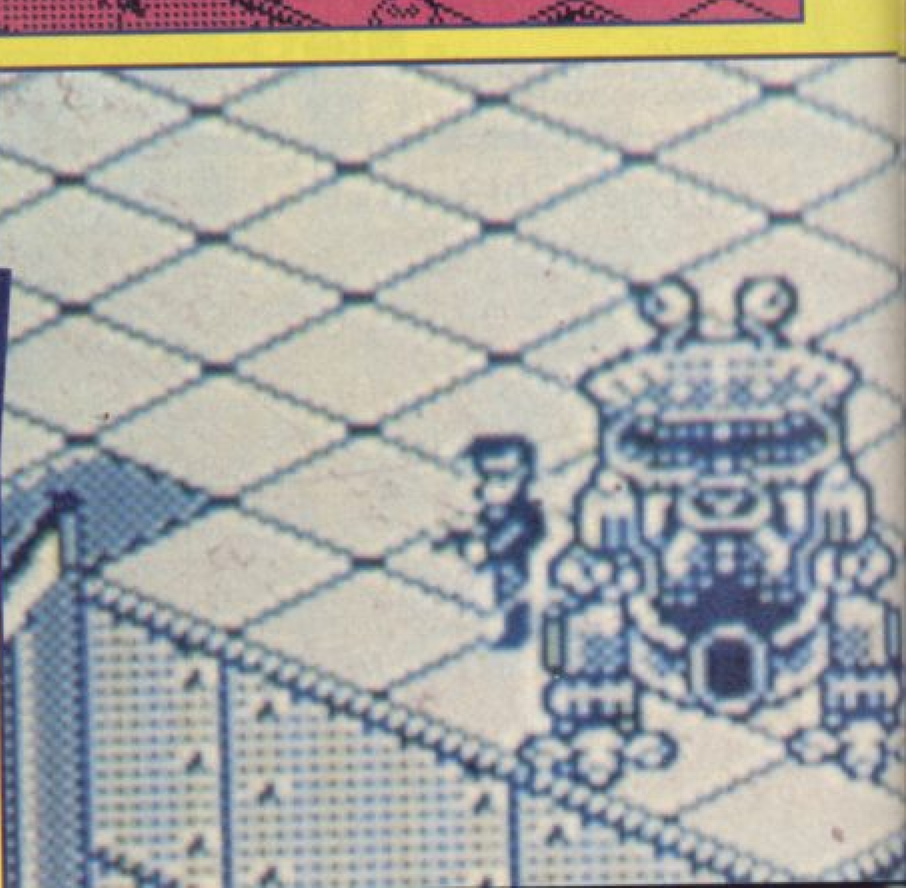
What's all this to do with you? Well, as one half of the meanest, intergalactic SWAT team this side of the Yoursole Slime worms from Pongo 10, it's up to you (and your partner) to rescue the terrified terrans and give the Reptilons and their base on Planet X a damn good slapping.

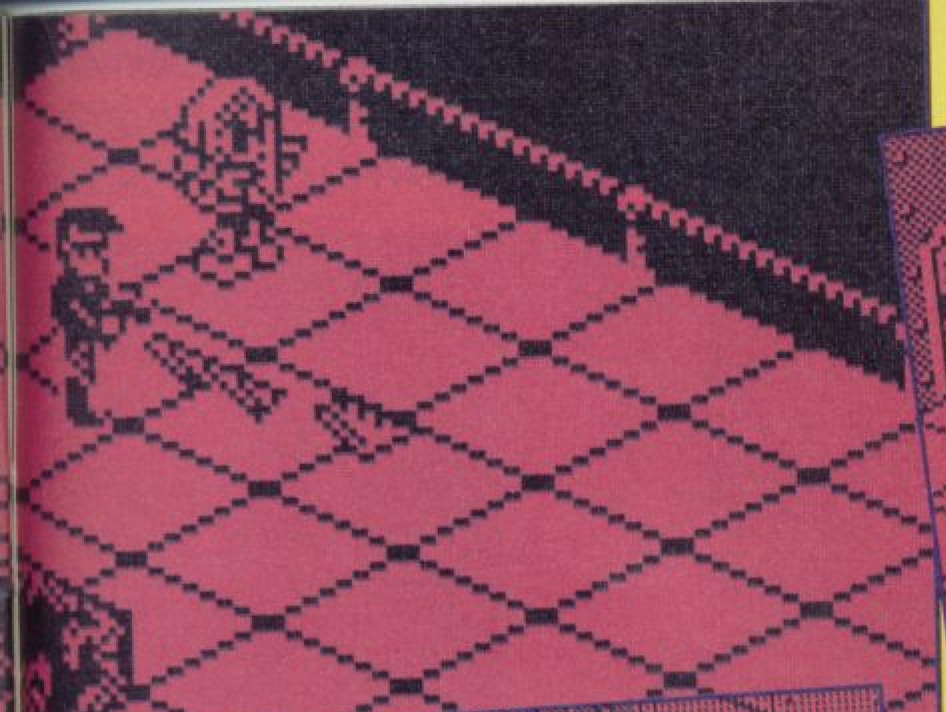
You play either Jake or Duke and you must make your way onward and upward - you must activate escalators on some levels using the switch and go up ladders on others. At the end of each level there is a Reptilon Guard who you must defeat before advancing to the next stage. Each player is armed with a laser gun and you begin with 5 bombs which when detonated wipe out all hostile robots within a certain radius. Some of these mechanised morons leave behind crystals - collect these and your Ray Power will increase to devestating proportions.

Escape From the Planet of the Robot Monsters has already appeared in the arcades where it has been no small suc-



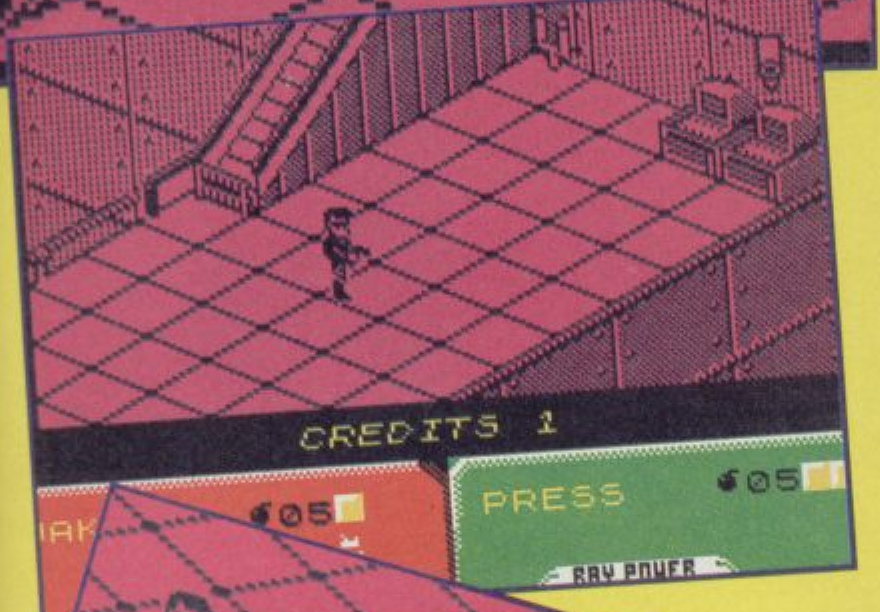


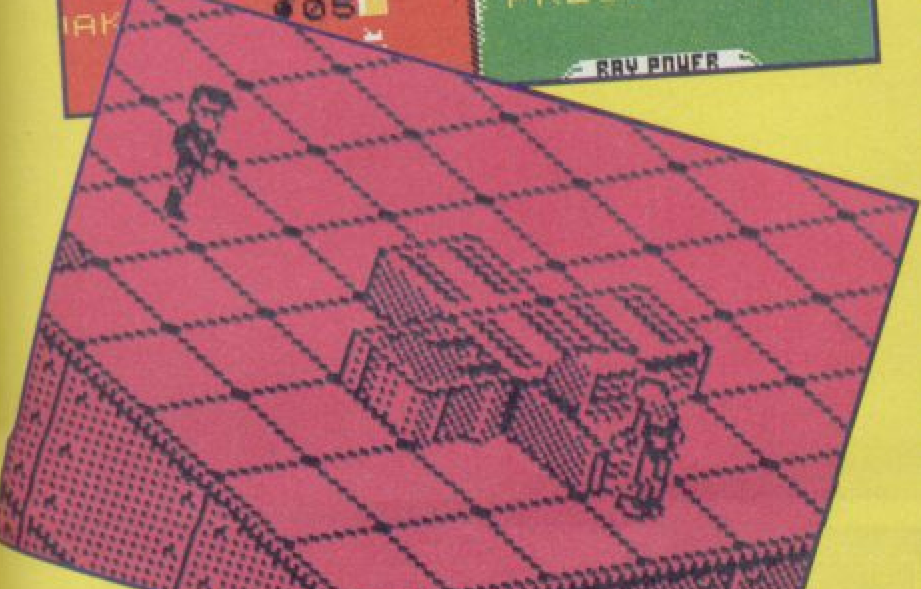






Test-tube dilemma ahoy! With robots around every corner, jake has to move quickly in order to survive. Which should he attack?







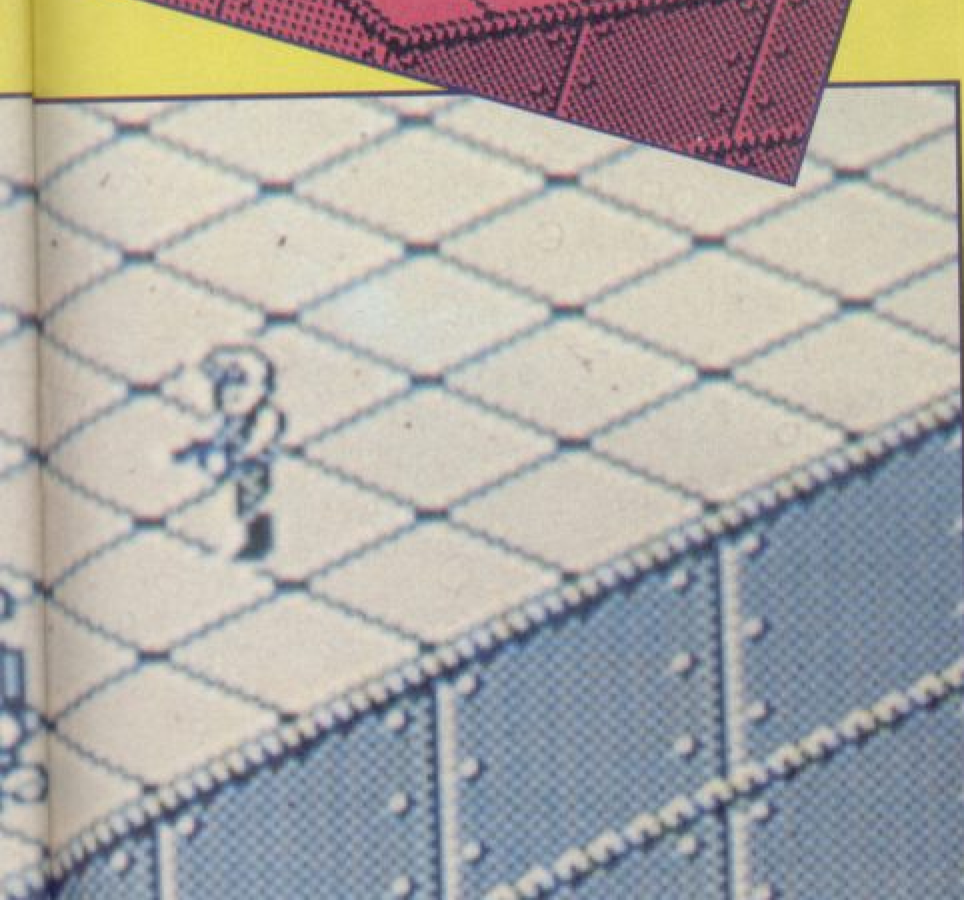
cess story. This could also prove to be way of the game. The graphics are good - they're clear, well defined and funny. The hostages are rescued by standing near them when they are working at a computer which looks suspiciously like a Mac, or are in glass cylinder-like prisons which are opened by destroying the computer or hardware nearest them. What sound there is, is fine and complements what is an enjoyable and also highly addictive game.

The only small problem is with the controls themselves, Domark having opted for the quirky Ultimate directional and rotational control which means left and right have your hero pirouette on the spot and up moves him forward. This particular form of control was never a favourite of mine but it does mean that all actions are at your fingertips.

Having said that, once you get used to the controls, EFTPOTRM provides excellent blasting fun for up to two players simultaneously, and quite frankly is a must for anyone's blasting library. Excellent.

SINCLAIR USER CLASSIC





SCORES

Graphics	89
Sound	73
Playability	85
Lastability	91

OVERALL 91%

Fun, compulsive and fast action with more than its fair share of humour. Fab

Label: Price: £9.99

GARTH SUMPTER

REVIEW

Those long, hot summer hols are looming on
Kids and the technically excellent G-Loc.

COIN OPS



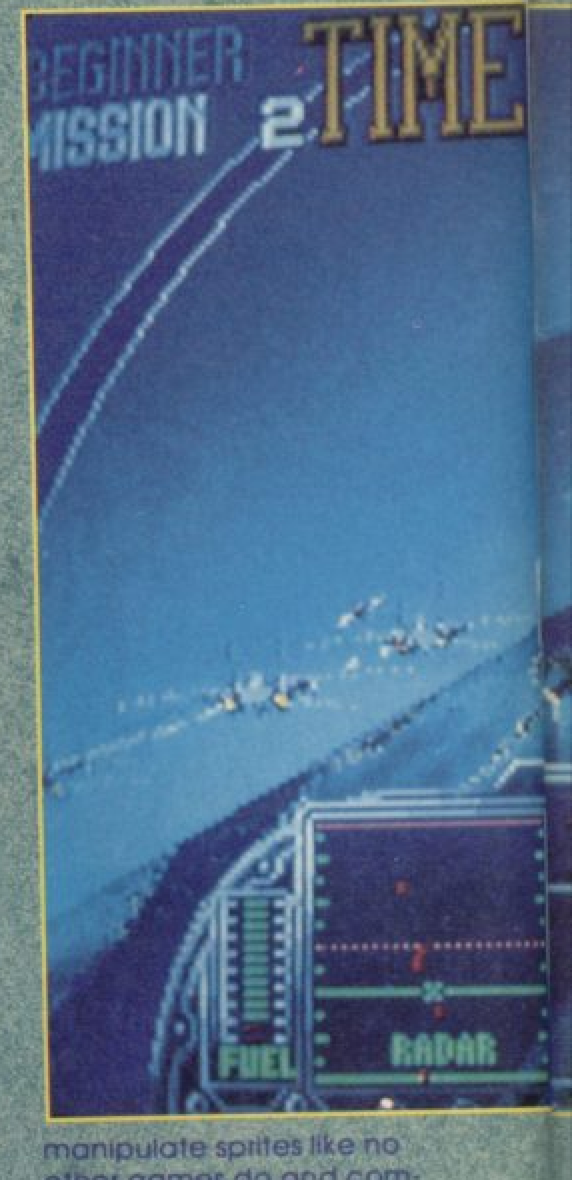
Sagaia - Taito

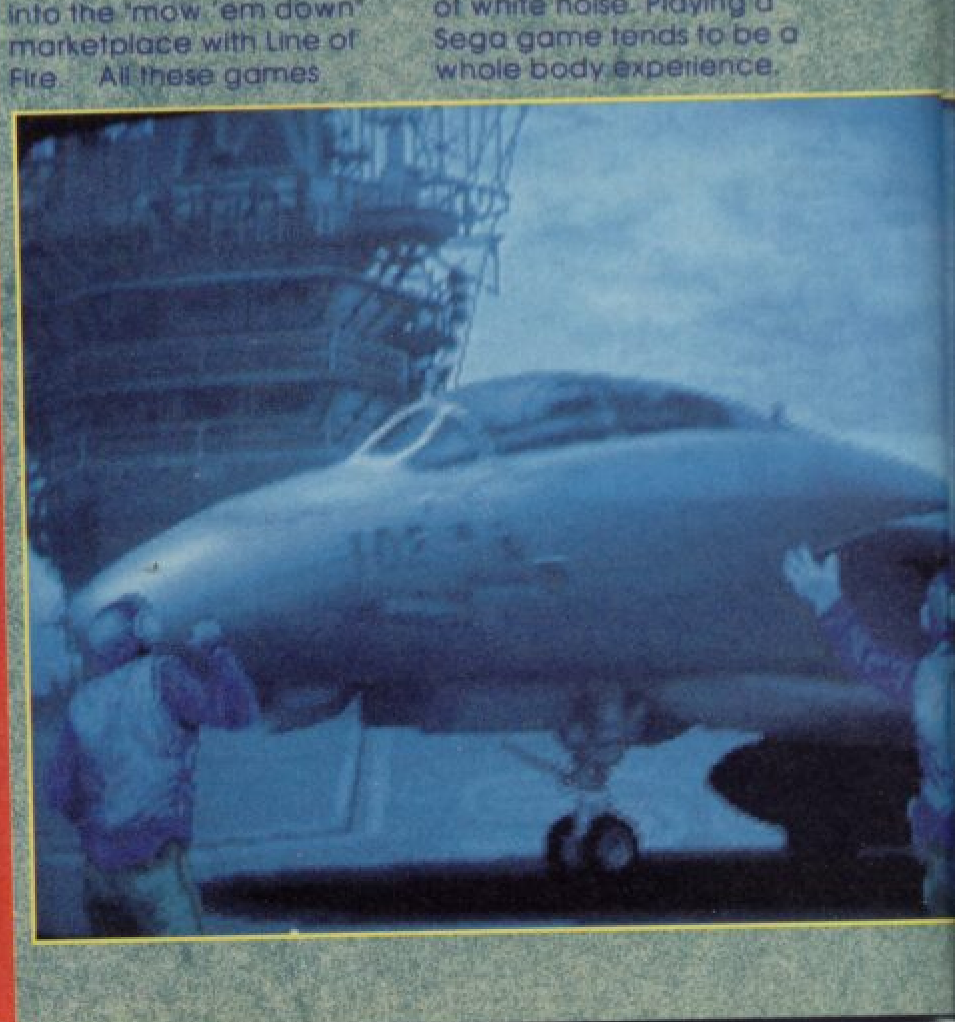
Remember Darius. Well, Sagaia is Darius 2. Or should that be Darius too? More of the same with this double screen format meaning that there is absolutely no chance of sharing body fluids with your companion when in 2 Player Mode. There are worse.

Addict factor- 56

G-Loc - Sega

You have to hand it to these guys - they know how to move sprites around the screen. Well, not so much move. They scream around at terminal velocity, expanding, shrinking, doing double somersaults, turning themselves inside-out and making the viewer feel very tired just looking at all that activity going on, on-screen. If Sega's sprite routines were any more useful, they'd be waking you up in the morning with a cup of tea. But let's face it, Sega has had the practice. Sprites are its speciality, with the first ever game to blow us all away with wonderfullness being, I suppose, Space Harrier. Remember stepping back in amazement over that? More recently, the company team of 400 engineers has been consistently rewriting the rules that make arcade games happen, with Out Run, After Burner, Galaxy Force, Thunderblade, Power Drift and most recently, Super Monaco Grand Prix. They've even wandered into the 'mow 'em down' marketplace with Line of Fire. All these games manipulate sprites like no other games do and combine with frenzied video action with some spectacular sit-in cabinets that throw you around in synchrony with the screen, at the same time as blasting you with several decibels of white noise. Playing a Sega game tends to be a whole body experience.

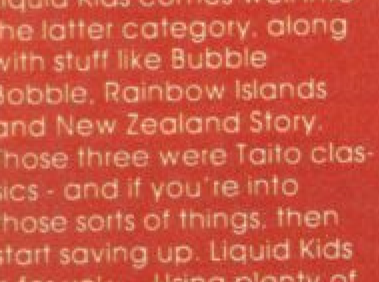




Liquid Kids - Taito

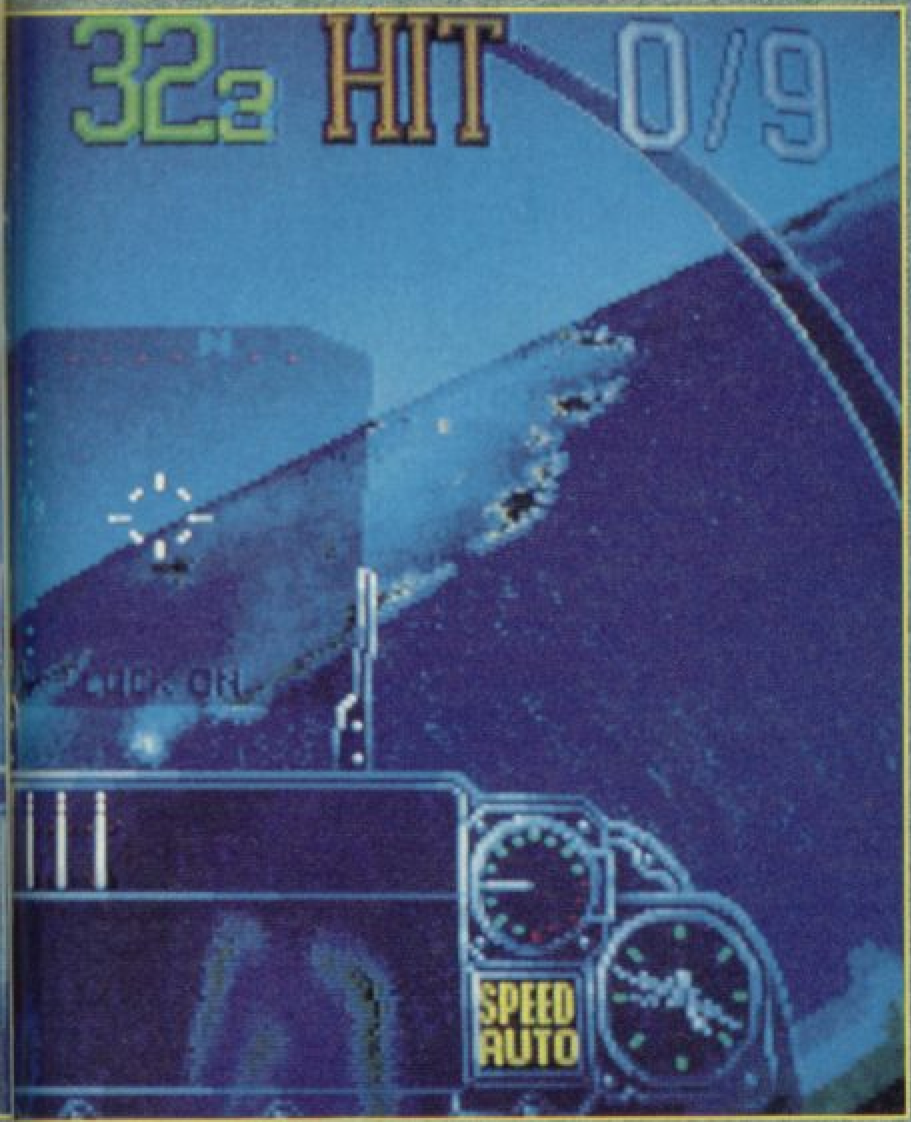


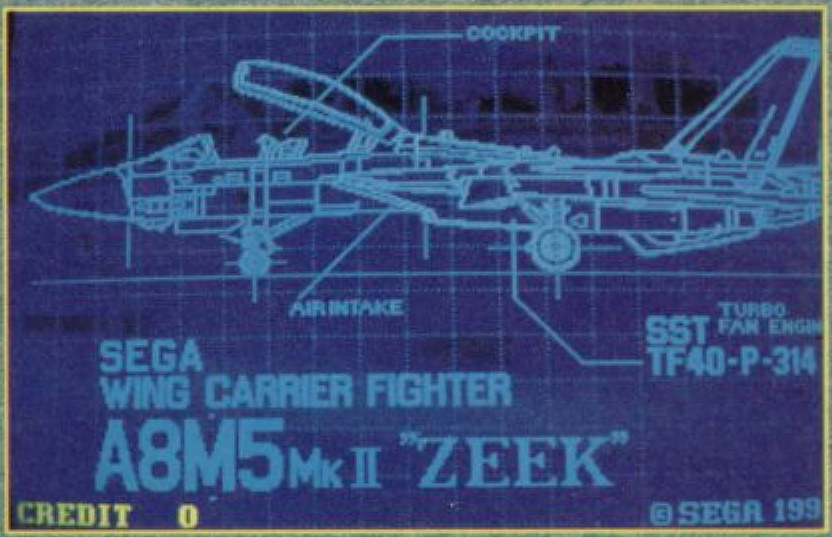
There are games that you want to push through the wall after you play them, and games that you want to tickle under the chin afterwards. Liquid Kids comes well into the latter category, along with stuff like Bubble Bobble, Rainbow Islands and New Zealand Story. Those three were Taito classics - and if you're into those sorts of things, then start saving up. Liquid Kids is for you. Using plenty of cutsie, cartoon graphics, you play this little character who jumps around with a blob of water. Press one of the fire buttons and a stream of water splashes forwards and traps the nasties in its path. You then have to tag the static figures to collect the points and make them disappear for good. It's a bit of jumpy-jumpy - a bit of thinky-thinky with the odd puzzle thrown in for good measure. I did like it, but that sort of game is not my personal cup of tea. But if it appeals to you, don't tell your mates, but enjoy!



Addict Factor 81

n a blue, clear horizon so now's the time to get dribblin' over cuties such as Liquid
Now all you need is an endless supply of 10p's.....





Well, now they've released the long-awaited follow-up to Afterburner and it's called G-Loc. G-Loc? Well, that's code for Loss Of Consciousness by G-Force. That's when a pilot takes a corner in a plane so fast that all the blood is squeezed of out the brain, that is, you faint. Not clever when you're doing several times the speed of sound. Well, that's what these gung-ho types get paid for, but now you can experience some of the exhilaration by just putting some money in a slot.

First off, the game is very obviously a follow-up to Afterburner. However, it's better, faster and altogether stupendous.

You've got the same controls as before - a funny shaped joystick with a fire button for the machine gun (with unlimited ammo) and another button to launch your air-to-air missiles. On the left-hand side of the console, there's a throttle lever that goes back to go slower and forward to go faster - with a button to engage the afterburn for that little bit of extra boost. The scam is that you start off on an aircraft carrier and have to complete 10 missions in the air zapping planes, in a canyon zapping ships and finally above the clouds fighting for very existence! You have an overall time limit and to complete each level you have to shoot down a set number of enemies. Bonus points and time is given for speedy dispatch of the opposition. One big difference between G-Loc and Afterburner - they've put in three difficulty levels: Beginner, Medium and Expert. Being particularly hard and masculine, I started off on Beginner - and finished in three goes. I can vouch, however, that it gets a lot harder on the other levels. Differences in gameplay are harder to pin down. This time you have a radar showing the position of the enemy planes around you. If one gets behind you, the view changes from out of the cockpit to actually behind The enemy fighter! You see the black spooky form twisting and turning to try and follow you as you make your own emergency manouvers in an attempt to get the hell out! Succeed and the view swiches back to the cockpit - otherwise you'll go down in flames..... You can take more than one shot - there's a damage meter to tell you how things are going....but it can become obvious as the windshield explodes into fragments and you find yourself peering at the sky in-between bits of broken glass. Mmmmmmm..... Suffice to say that, quite simply, G-Loc is another quantum leap ahead for Sega in the forehead thumping stakes. The action is all super-smooth and super-fast. Although the gameplay is still not that varied, it's better than Afterburner. And when you are in a sit-in, being thrown around and brainwashed with all that audio input - it's enough to bring up goosepimples. This one you have to play.

Addict Factor 95

Lightning Fighters - Konami



Another vertical scroller. But wait! Before holding your head in your hands and groaning uncontrollably, try approaching the cabinet carefully and inserting some coins. Start playing. Your hands start to go sweaty. Saliva is dribbling out of the corner of your mouth. Your eyes vibrate at high speed in their sockets. Your teeth feel funny, your stomach is churning and your nose is running. Yes - it's that good! Despite being a mind-numbingly typical scenario, someone has spent a lot of time playtesting this beast. Yes there are power-ups and extra weapons galore, but best of all, you have the feeling that if you make the right moves, you can get the better of the opposition. When you do go down, instead of that annoying sense of frustration, you somehow feel that you know why it happened, what you should have done to avoid it - and then want to go back for more. Polish, professionalism and a good graphics job make this a superior PCB. With one or two player options too, despite the lack of any originality, I'd go for it if I were you.

Addict Factor - 82


ONE DAY AT SCHOOL...
OH NO! NOT MATHS AGAIN!
MATHS TEXTBOOK
AND MR JONES IS SUCH A ROTTER!!
YOU KNOW YOU TOLD ME ABOUT THE SCHOOL COMPUTER CLUB?
YEAH?
MATHS TEXTBOOK
WELL I RANG F.A.S.T. AND TOLD THEM ABOUT IT.
AND HOW MR JONES LETS EVERYBODY COPY SOFTWARE, AND EVEN DOES IT HIMSELF?
I'M NOT SURE WHAT THEY'LL DO, BUT THEY WERE INTERESTED
I HOPE THEY GET HIM
THEN I'LL SHARE THE REWARD WITH YOU!!



RASTER RUNNER



No, this isn't a game about chasing after men wearing red yellow and green bobble-hats, so you can get that idea right out of your mind. it's even more surprising than that; a version of a real oldie, the anient Gridrunner theme; pilot your light-bike around a grid, laying down a plasma trail, trying to manoeuvre your human or computerised computer into a tragic accident. The justification for digging up this digital dinosaur is a 23rd century deathsport featuring performers like Gazza P and Flathead Andy (surely familiar names in the computer indistry?). You have ten lives, shown by a large digital counter in the status area, and you get 1 point for each second you survive, and a 1000 point bonus for winning a round. The rider with the highest score at the end of the rounds gets the title of Supreme Champion, hurrah!

A central radar screen gives a top-down view of the entire raster field, while the two players are shown in individual screens on the left and right. There's one twist which makes Raster Runner superior to earlier incarnations: in each round you get three energy shields. Prod the fire button, and for a few seconds you can bash into or cross over a plasma barrier without damage. But for each unused shield at the end of a round you get 100 bonus points, so you don't want to use them unnecessarily.

The great thing about the game is that because there's so little moving on the screen - just the background grid and the angle of the bikes - the action is blisteringly fast and the animation very smooth. The computerised opponent operates on three skill lelels, the most advanced of which is very fast and clever - so much so that he sometimes manages to move diagonally! You have to be really good to outsmart him, considering that even when you box him in, he can escape three times using a shield.

Nothing in the way of originality here then, but with good sound FX and music and exceptionally fast gameplay, Raster Runner is going to keep you on the trot for a months.

SCORES

Graphics	56
Sound	68
Playability	79
Lastability	85

OVERALL 81%

Fast-moving version of a classic game with exciting twists. *Price: £2.99*
Label: Mastertronic

CHRIS JENKINS





COMPILED FOR SINCLAIR USER BY GALLUP

CH

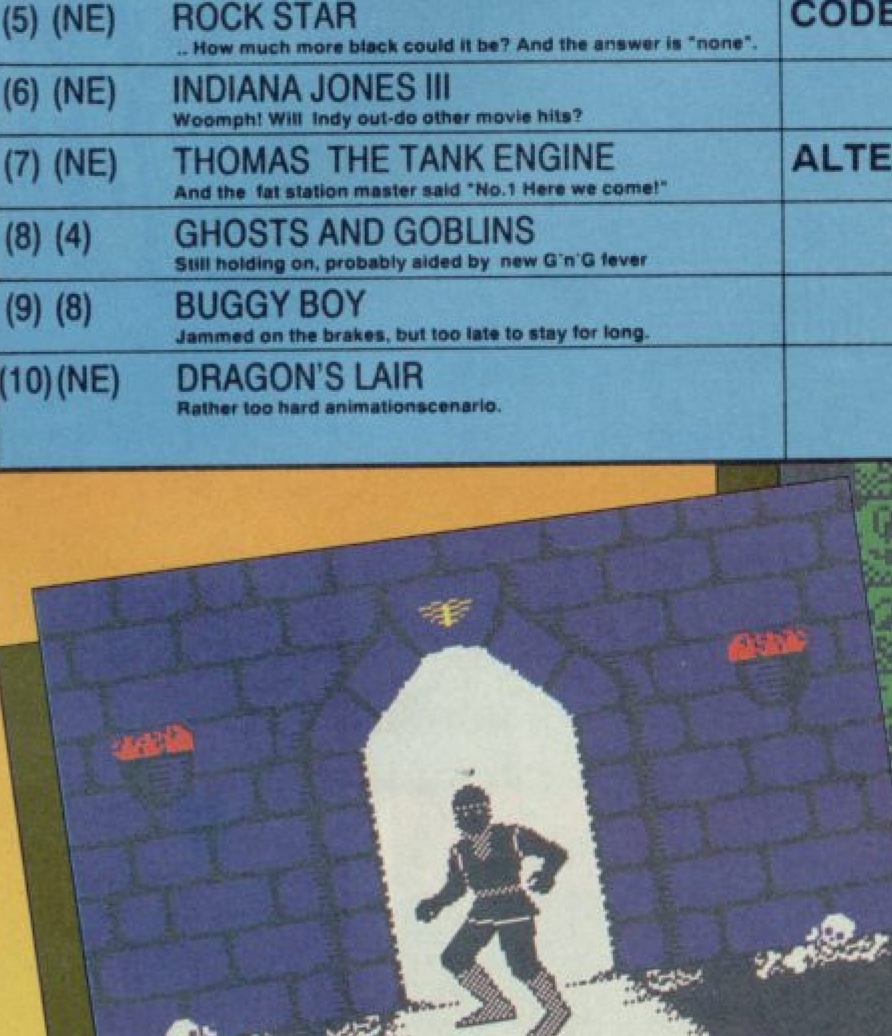
BUDGET CHART COMMENT

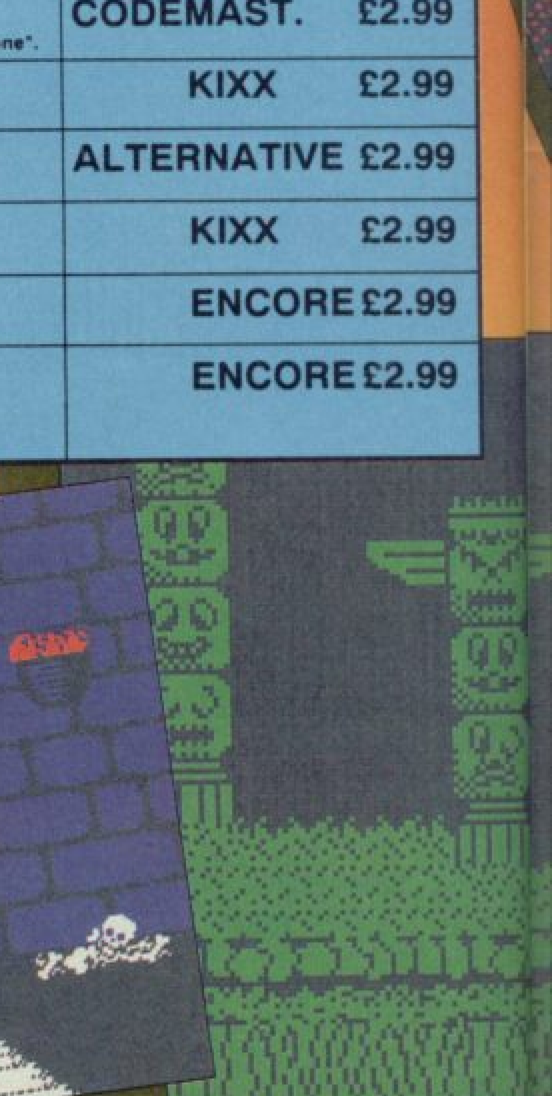
Still firmly at the top sits Fantasy World Dizzy. But what's this? His older brother, Treasure Island Dizzy is back! Will the old fool topple the young master? Or will he run out of puff before the top? Not many big moview tie ins in the offing so Indiana III should have a clear run to the number 2 slot next time.Thomas the tank engine shows some promise too.



BUDGET TOP TEN

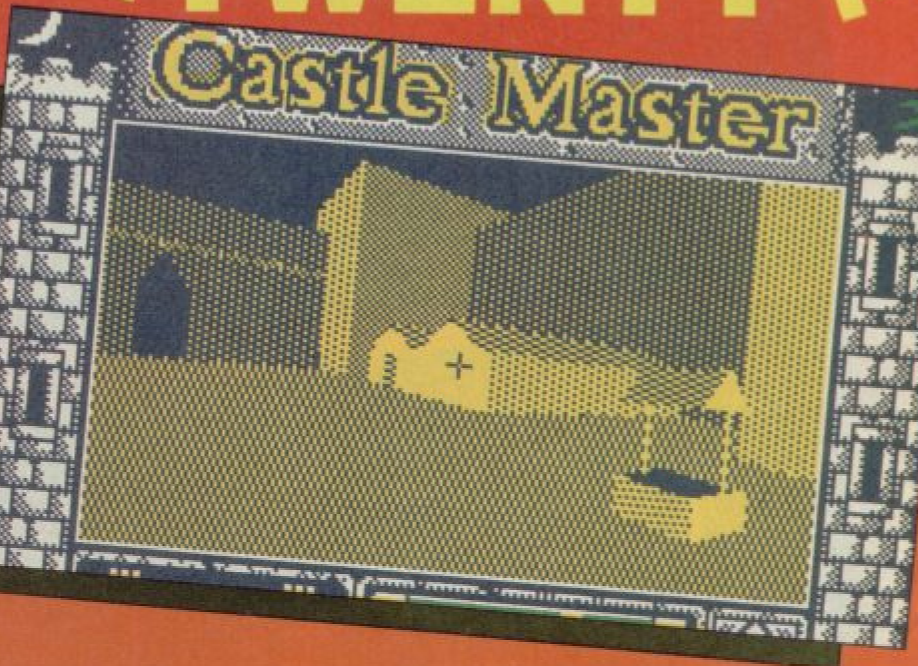
(1) (1)	FANTASY WORLD DIZZY Still clinging to the top with his eggy little hands.	CODEMAST.	£2.99
(2) (3)	TREASURE ISLAND DI ZZY Slowly gaining on his younger brother.	CODEMAST.	£2.99
(3) (2)	PAPERBOY Didn't quite reach the top, but still a contender.	ELITE	£2.99
(4) (NE)	WONDERBOY Blasts straight in! Re-released cute fun.	HIT SQUAD	£2.99
(5) (NE)	ROCK STAR .. How much more black could it be? And the answer is "none".	CODEMAST.	£2.99
(6) (NE)	INDIANA JONES III Woomph! Will Indy out-do other movie hits?	KIXX	£2.99
(7) (NE)	THOMAS THE TANK ENGINE And the fat station master said "No.1 Here we come!"	ALTERNATIVE	£2.99
(8) (4)	GHOSTS AND GOBLINS Still holding on, probably aided by new G'n'G fever	KIXX	£2.99
(9) (8)	BUGGY BOY Jammed on the brakes, but too late to stay for long.	ENCORE	£2.99
(10) (NE)	DRAGON'S LAIR Rather too hard animationscenario.	ENCORE	£2.99

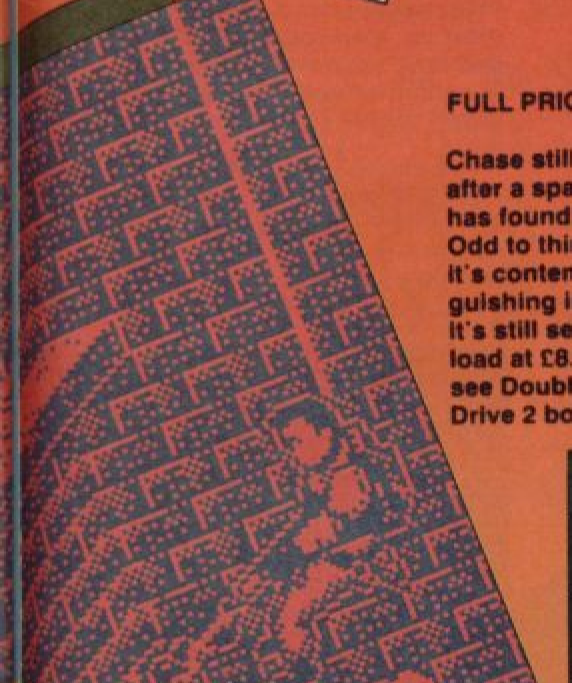




ARTS

FULL-PRICE TOP TWENTY

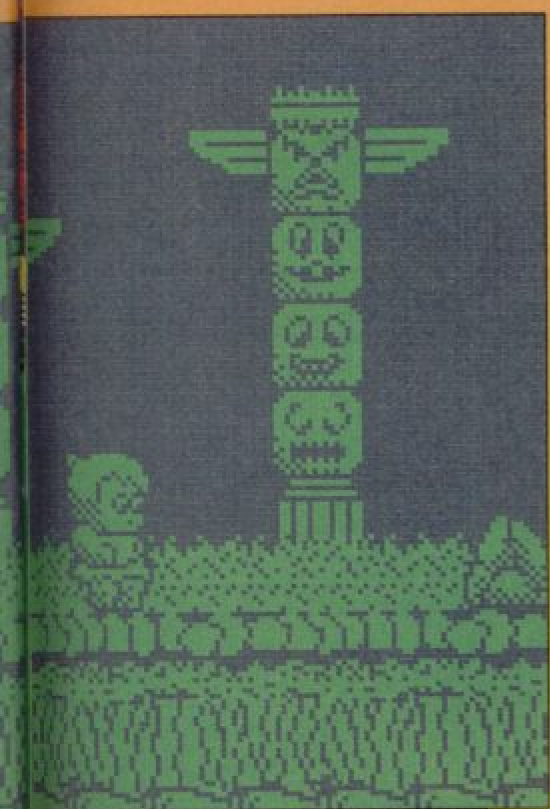


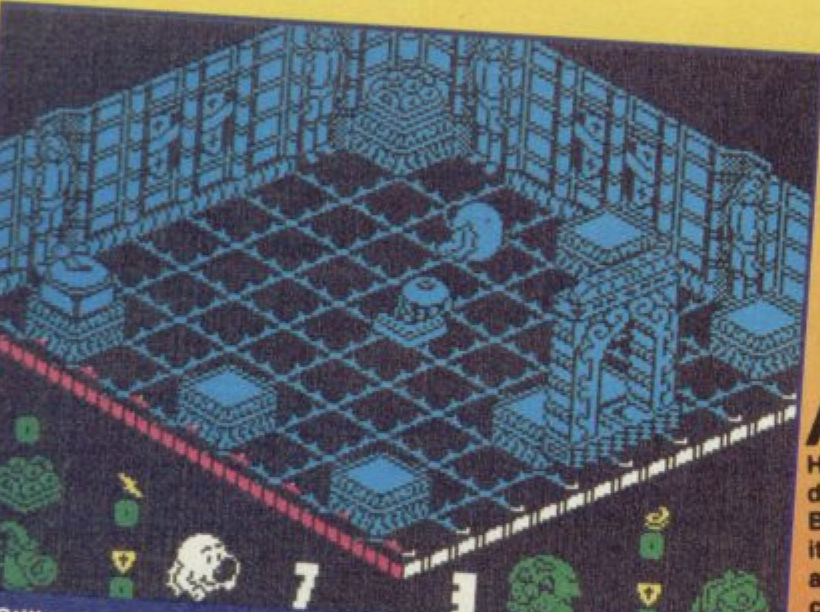


FULL PRICE COMMENT

Chase still rules, but Robocop, after a spate of re-advertising has found a new lease of life. Odd to think that while many of it's contemporaries are now languishing in the budget chart, it's still selling by the bucket load at £8. Shouldn't be sorry to see Double Dragon 2 and Test Drive 2 bow out next time.

1	(1)	CHASE H.Q. Still holding on despite it's age.	OCEAN	£8.99
2	(4)	ROBOCOP Surely it can't be on the rise again!	OCEAN	£8.99
3	(2)	BATMAN Didn't quite make it to the top slot this time.	OCEAN	£8.99
4	(5)	GAZZAS SUPER SOCCER Slipping away in anticipation of new footy fun.	EMPIRE	£9.99
5	(NE)	SUPER LEAGUE SOCCER New boys Impressions flushed with early success.	IMPRESSIONS	£9.99
6	(6)	GHOULS AND GHOSTS Hovering mysteriously in the air. Will it creep higher?	US GOLD	£9.99
7	(14)	BOXING MANAGER Bobbing and weaving his way up the chart.	GOLIATH	£9.99
8	(7)	TURBO OUTRUN USG sliding after a long visit to Chartsville.	US GOLD	£9.99
9	(20)	BLACK TIGER But we spoke too soon! Fairly storming up the chart!	US GOLD	£9.99
10	(10)	OPERATION THUNDERBOLT Settling down after shooting around like a mad thing.	OCEAN	£8.99
11	(13)	THE UNTOUCHABLES Still holding on since last November. And on the up!	OCEAN	£8.99
12	(17)	DR DOOM'S REVENGE Up five slots. But poor quality will hinder its progress.	EMPIRE	£9.99
13	(NE)	CASTLE MASTER How will it fair against the football frenzy ?	DOMARK	£9.99
14	(16)	X-OUT A little low on oomph. Will it make the top 10?	RAINBOW ART	£8.99
15	(15)	FOOTBALL MANAGER 2 Static. Due for a seasonal footy boost?	ADDICTIVE	£8.99
16	(8)	GHOSTBUSTERS 2 Slipping fast on its own slimy trail	ACTIVISION	£8.99
17	(NE)	DAN DARE III Deserving a place in the top 5 without doubt.	VIRGIN	£8.99
18	(NE)	BOMBER Manuals, dials and accuracy. Bit pricey in fact.	ACTIVISION	£10.99
19	(18)	TEST DRIVE 2 On its way out. Soon to be replaced by The Cycles?	ACCOLADE	£9.99
20	(11)	DOUBLE DRAGON 2 Swift change of fortunes for our ninja heroes.	VIRGIN	£9.99





Still trying to find your feet (Arf arf). Rush over to the corner and flick the switch and see what develops.

HEAD OVER HEELS

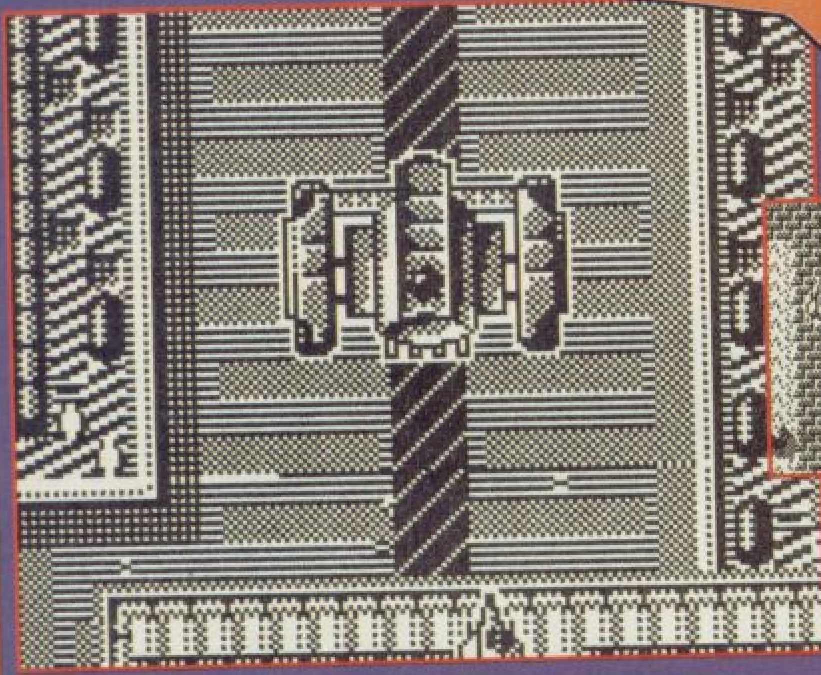
Argh! Cutesy games! I hates 'em! Still, you have to admit that Head Over Heels is, ha-ha, head and shoulders above horridnesses like Blobsy Goes to Weebletown, so it's good to see it re-released at a budget price. This is the acceptable face of cuteness, an isometric perspective multi-room masterpiece by John Ritman and Bernie Drummond, and it's interesting to note that there hasn't really been anything better since.

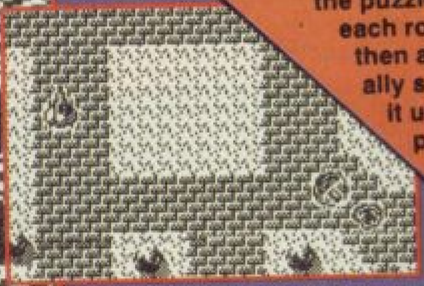
The graphics are monochrome but excellently deailed, and as with all these isometric thingies, the challenge is to work out how to solve the puzzle in each room, then actually solve it using pixel-perfect joystick skills.

Ici, c'est la plot. Our two disadvantaged heroes, head, who doesn't have any legs, and heels, who hasn't much up top, have been captured and imprisoned in the castle of the evil Blacktooth. Your job is to get them out of prison, help them to meet up, then escape the castle and visit several slave planets in search of stolen treasure. Wooh, exciting!

The various chambers are filled with a weird assortment of animal life including the Reincarnation Fish, eating of which can restore you to that position if you die; the Cuddly White







SLAP FIGHT

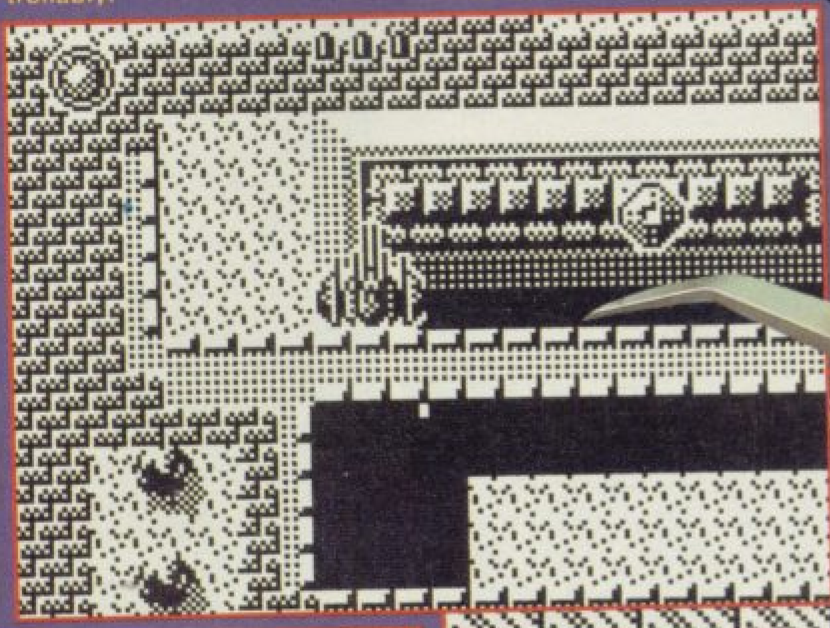
Slapfight! Wotta classic! I can't remember whether it was actually an SU Classic (TM), but it's certainly a they-don't-make-them-like-that-any-more type title which should appear in everyone's collection. This budget re-release is the ideal opportunity.

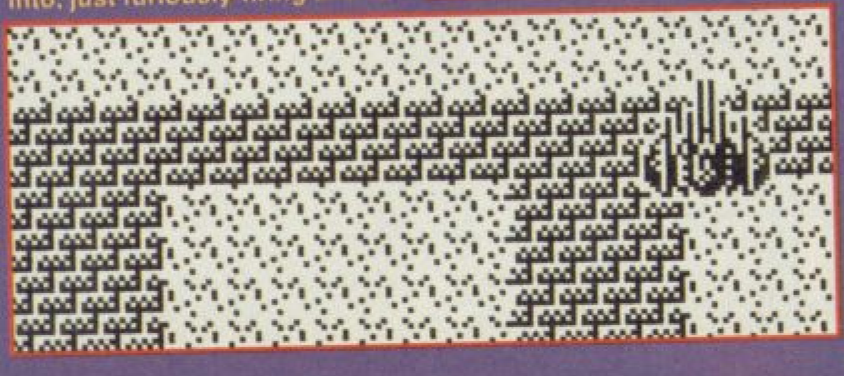
Slapfight was one of the original weapon-collecting shoot-'em-ups; unlike later titles such as R-Type, it's vertically-scrolling, but the Spectrum version is creditably fast and furious, and the assortment of aliens is well hard.

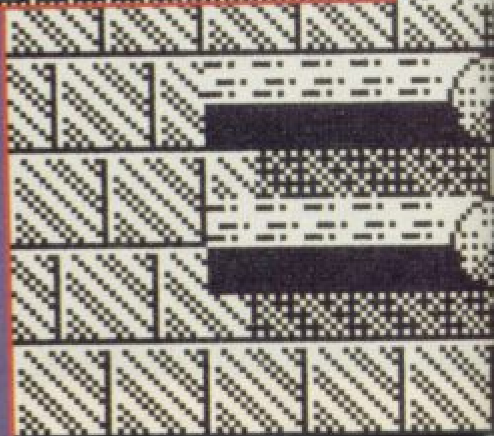
It's like this. You pilot the Slapfighter (stupid name, great little ship) as it weebles around the vertically-scrolling monochrome background which fills up two-thirds of the screen. Waves of aliens attack from all directions - the attack waves are very predictable, so part of the challenge is just learning the patterns. The backgrounds feature enormous fortifications, walkways and ramparts, but there are no obstacles to crash into, just furiously-firing aliens.

Keep moving to avoid their fire, zap them and pick up any stars which appear. As you collect more of these, the feature indicator at the side of the screen increments; hit the space bar to activate the feature. You should definitely activate a couple of SPEED icons, but any more than that and your ship seems to fly around the screen uncontrollably.

Other icons include a side-gun which shoots sideways, a wing-gun which adds powerful forward-firing missiles, a forward-firing





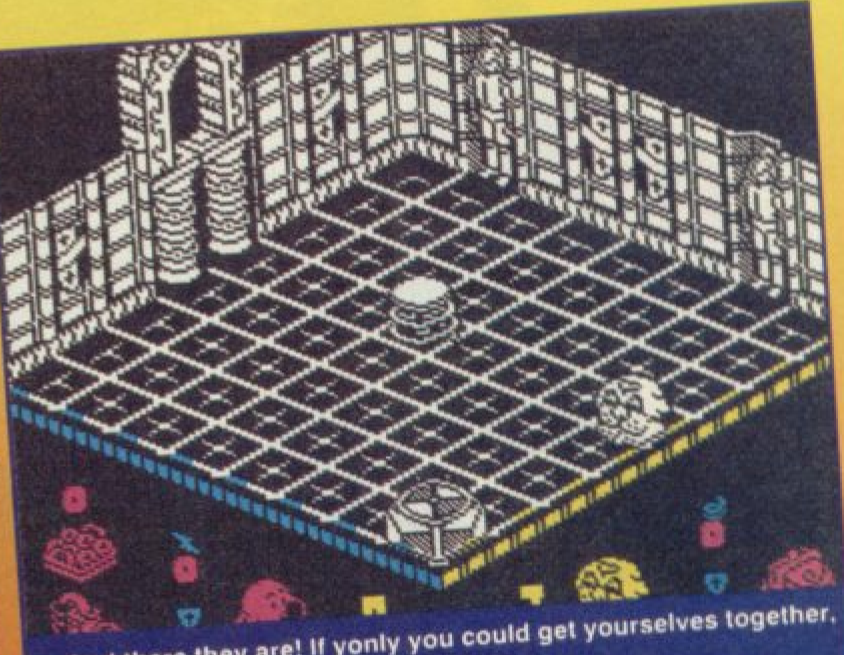


Stuffed Bunnies, which give you extra lives, protective shields, high jumps and go-fasters; Hooters, which can be used to fire doughnuts at attacking monsters (can you believe this?); Hush Puppies, which teleport themselves away without warning; and Guardians, which are no fun at all. To overcome this lot there are carrying bags, teleports, springs, switches, conveyor belts and all the usual paraphernalia to learn to use.

The user-definable swap key switches control from Head to Hells or vice-versa; an icon lights up to show which you control. You soon learn that there are some tricks you can only do if the two are joined together, Head sitting on Heels' shoulders, such as jumping upwards into a chamber above you.

Great graphics, fiendish puzzles and original gameplay more than make up for the cuteness overload of head Over Heels, so if you want a change from Blast-The-Mutants, check it out.





And there they are! If yonly you could get yourselves together, you could have a triffic time.

SCORES

Graphics	87
Sound	67
Playability	89
Lastability	92

OVERALL 89%

Classic arcade adventure that combines laffs and thrills. Don't miss it!

Label: Hit Squad Price: £2.99

CHRIS JENKINS



There's also a defensive screen which lasts for a variable time depending on how many hits you sustain.

There are some fab end-of-level guardians, the first one of which is pretty slow and lumbering and easy to take out. There are also despicable little scuttlers which run along platforms and shoot you from junctions unless you pick them off first.

Adequate bleepy sound and a two-pplayer option add up to a real bundle of fun. Get it at once.





bomb, a long -range laser, and my favourite, the homing missile. Select this and up to eight missiles at a time burst from your ship and demolish anything on screen - trouble is, you can't fire again until all the missiles have found a target.



SCORES

Graphics	68
Sound	67
Playability	89
Lastability	90

OVERALL 89%

Classic shoot-em-up action; miss this and you're a dead avchovy

Label: Hit Squad Price: £2.99

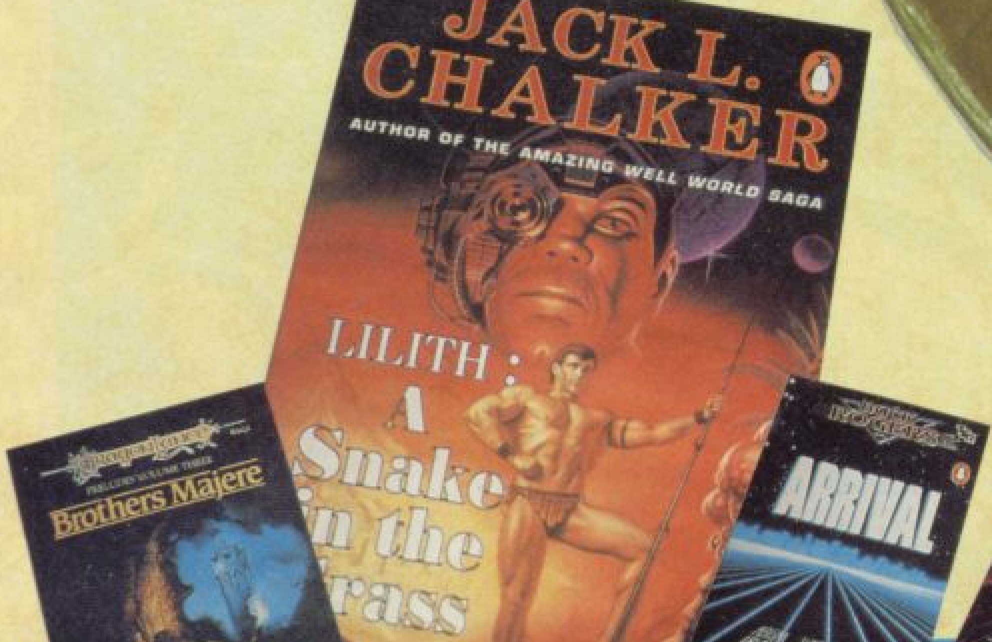
CHRIS JENKINS

REVIEW



Ugly Flying Objects

Next time you see a pizza-shaped pile of mucus flying towards you, don't panic - it's a GOOP. Goops are the latest Ugly Flying Objects from Milton Bradley; made out of a sort of floppy rubber, they fly like frisbees, they look like death warmed up and they feel like Jim's tongue after a night on the super-lager. Goops come in four varieties; mummy, vampire, werewolf and ghoul, and cost about £4.50 from toy-shops everywhere. Incidentally, the German for Ugly Flying Object is Unbekanntes Flugobjekt, you'll be thrilled to know.



BOOKS

LILITH: A SNAKE IN THE GRASS

Jack L Chalker, author of the famous Well World series, has been a bit quiet recently, probably because he's been working on the four books in the Lords of the Diamond series, of which this is the first. Cal Tremon, special operative, has the simple task of taking over four alien planets before they move against Earth.

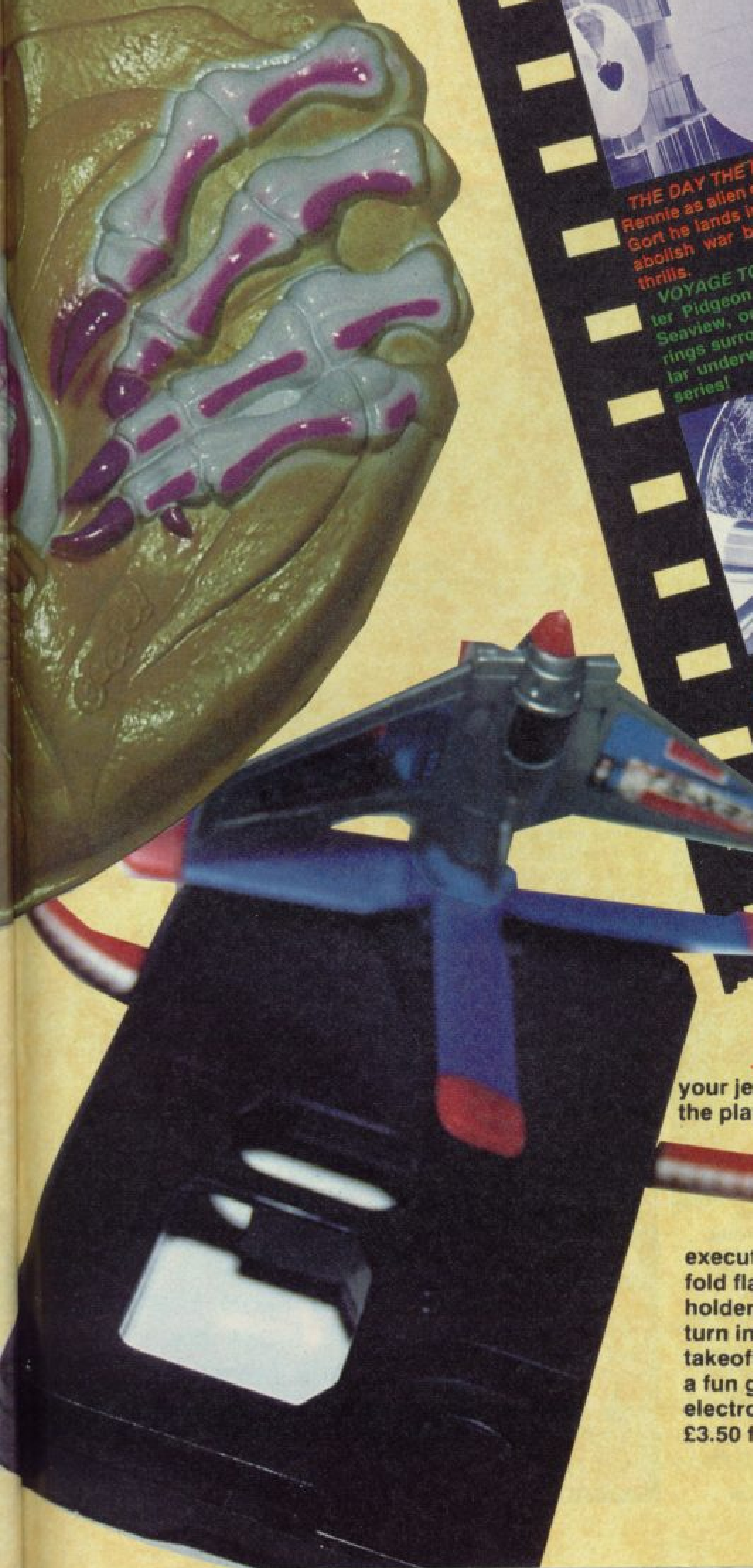
BUCK ROGERS: ARRIVAL/ REBELLION 2456

30's sci-fi hero Buck Rogers is back again, this time in a seies of paperbacks based on the role-playing games from TSR. In Arrival, astronaut Buck wakes up in AD 2456 to find the solar system at war - but which side should he fight on? Six short stories from Robert Sheckley and others. In Rebellion 2456, M.S. Murdock continues the adventure in a novel-length story.

DRAGONLANCE: BROTHERS MAJERE

Another novel by Kevin Stein based on the TSR fighting fantasy game Dragonlance, this time featuring the adventures of sorcerous twins Raistlin and Caramon Majere in the magical city of Mereklar.

All the above are Penguin paperbacks costing £3.99.



NEW VIDEOS

Forget your Star Wars-s and your Back to the Futureses, these are the real sci-fi classics, and if you've missed any of them you only have to come up with £9.99 each to catch up.



THE DAY THE EARTH STOOD STILL stars Michael Rennie as alien emissary Klaatu - with his giant robot Gort he lands in 1950's Washington on a mission to abolish war before the Earth gets fried. Superior thrills.

VOYAGE TO THE BOTTOM OF THE SEA stars Walter Pidgeon and the giant glass-nosed submarine Seaview, on a mission to destroy deadly radiation rings surrounding the Earth. Irwin Allen's spectacular underwater fantasy led to a stunningly silly TV series!



FANTASTIC VOYAGE won an Oscar for its special effects. A team of scientists in a miniaturised submarine travels inside the body of an injured defector to carry out a delicate brain operation. As well as fighting off the body's immune system they have to cope with a traitor and Raquel Welch in a tight wetsuit! Stunning stuff!

JOURNEY TO THE CENTER OF THE EARTH is based on Jules Verne's novel in which a team of explorers dares the wonders and dangers of the underground kingdom. Prehistoric reptiles! Giant fungi! Terrifying storms! it's fab!

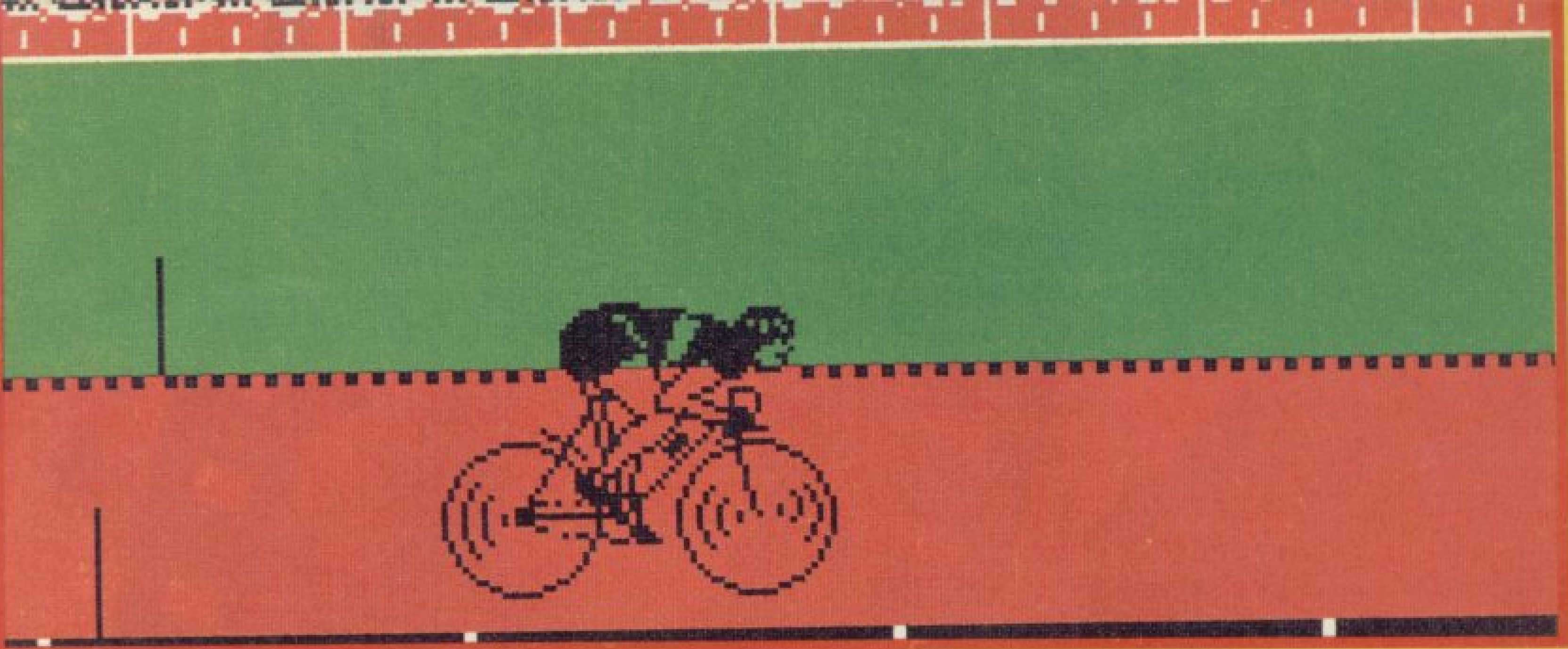
The CBS-Fox Classic Sci-Fi Collection is available from vid shops evrywhere right now!

Pocket Rockets

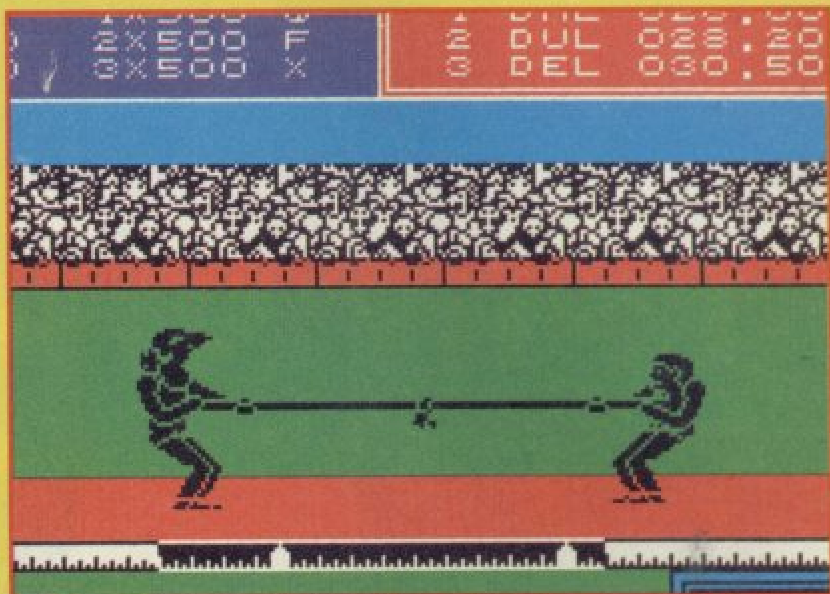
Imagine the excitement when you whip a Pocket Power toy out of your jeans and flash it around in the playground. These



executive-type entertainments fold flat into a credit-card sized holder, yet with a twist, a snap, and three clicks they turn into all sorts of super toys including a vertical-takeoff helicopter, a motorcycle, a missile launcher, a fun gun and a manky monster. They're made by electronic gamesters Sega, and they cost around £3.50 from W H Smiths, among others.



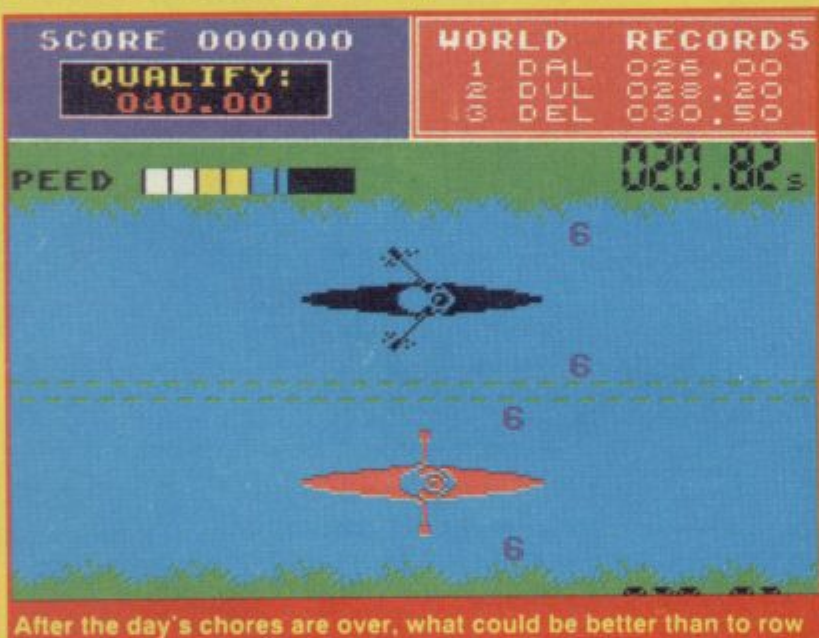
DALEY THOMPSON'S SUPER TEST



"It's my cuddly bunny rabbit, give him back!" Looks like Daley's involved in a tug of love that could stretch on and on and on......

He's back! Britain's favourite pop drinking athelete is back on target to take the tape - well certainly the cassette tape (titter). Yes, Daley Thompson's Supertest is back - this time on the Hit Squad label where he's competing in events that we didn't even know he could do - all, of course, with a little help from you.



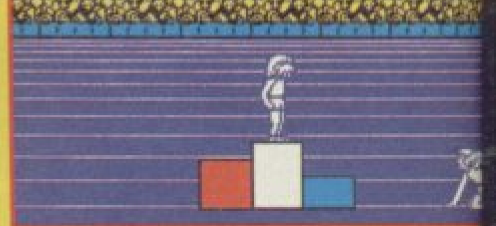


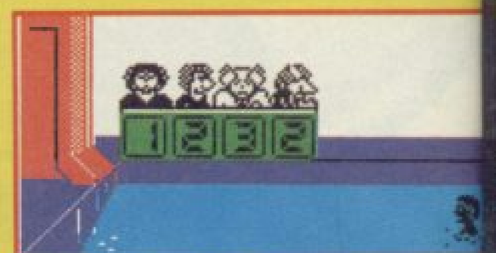
After the day's chores are over, what could be better than to row along the river and watch all the number 6's as they roost along.

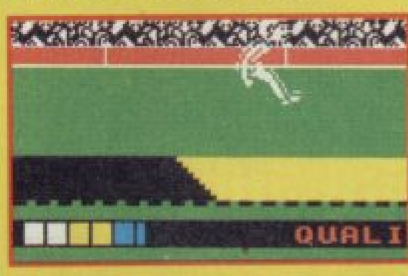
There are 12 events in all that cover Tug o' War, Pistol Shooting, Rowing, Giant Slaom, Spring Board Diving, Cycling, Ski Jump, Penalties, 110m Hurdles, 100m sprint, Triple Jump and Javelin.

The action is all aka the arcade and the best way to play is undoubtedly by keyboard as you must use the old left and right key bashing mode to build up energy or speed and the fire button to shoot bullets, jump off the ski slope etc at the right time.

Each event has a qualifying time or score that you must achieve in order to complete the whole series of events but I must admit that I thought the Summer/Winter/Autumn/Any old time is party time group of games were great when they first came out but do we really want to bash the hell out of our Spectrum keyboards/joysticks? I don't but Daley certainly does and this he does to reasonable effect. The graphics are a little on the simple side and the whole game, whilst quite jolly, is now a fairley tired product. Even Daley's gone into retirement nowadays and this game really should follow his example.









SCORES

Graphics	58
Sound	65
Playability	72
Lastability	57

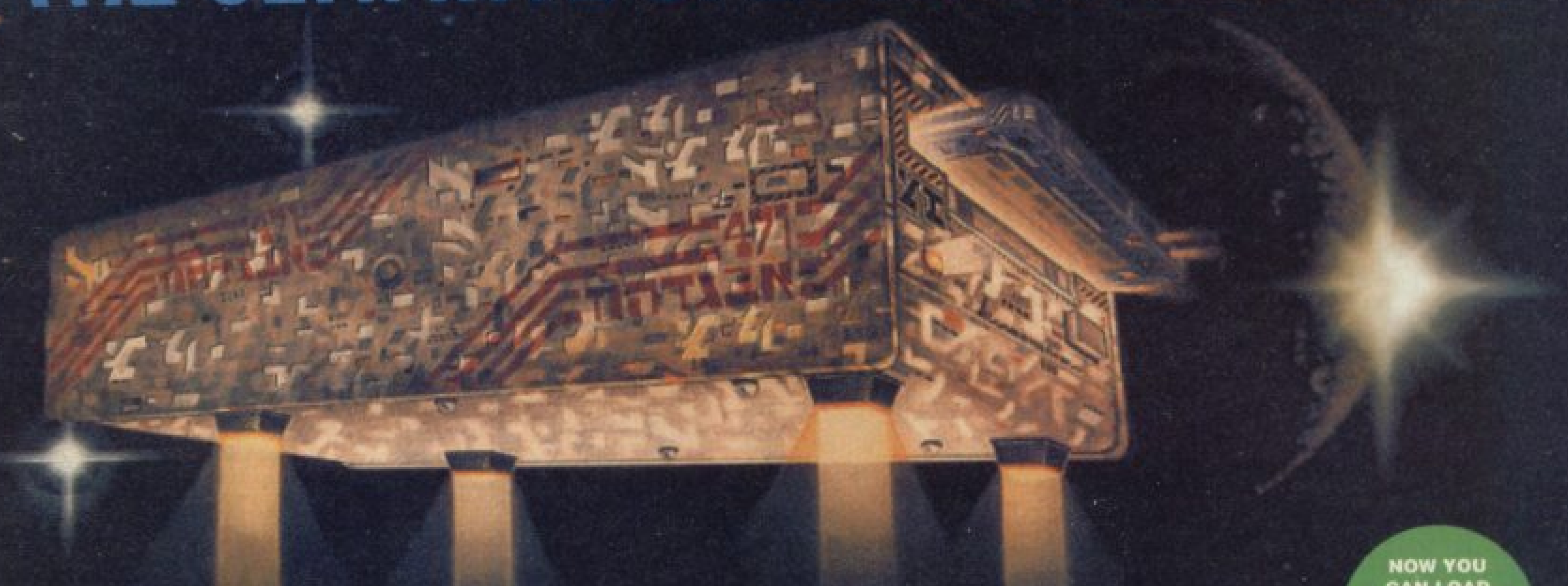
OVERALL 62%

Daley hasn't been the same since he broke his pole (ooer).

Label: Hit Squad
Price: £2.99

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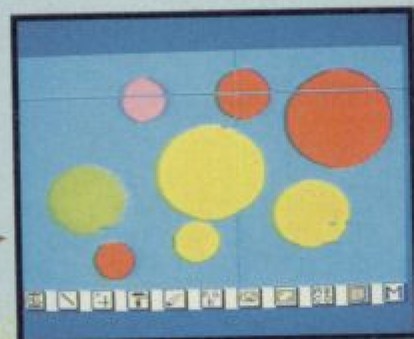
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- Save/Load screen images that you have created with your Lightpen.
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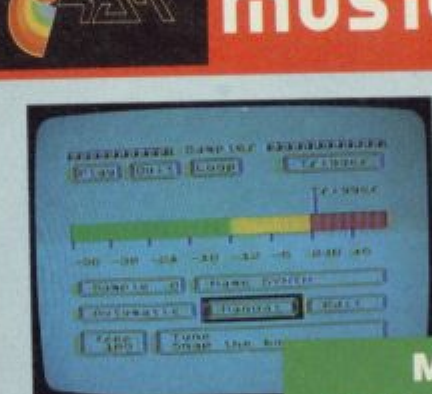
- Now you can connect most full size parallel printers to your Spectrum.
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YOUNG GUNS

Honestly, it's a tough life working here at EMAP towers. If we're not jetting around Europe on luxury cruise liners, playing the casinos at Monte Carlo or sunbathing on our millionaire friends' yachts, we're being wined and dined by software companies desperate to win our favour. Microprose, purveyors of fine quality computer games since 1864, recently force-fed us with caviar and champagne, gave us fist-fulls of cash and - best of all, let us ride around on really fast (and slightly dangerous) toys. Oh, and then there was the archery. And the shotguns...



Our Man Sumpter takes his life into his hands, negotiating a deadly patch of thistles on his desperately restricted Quaddy.



Julia "gives it some thumb" around the sweeping right-hander. Could she keep it up? (missus)



Julia is wearing a M&S sweater, sunglasses are Comme Des Girlies and the helmet is Gaultier. The bikes only came in extra-large.

Our Team

Jim Douglas: Man and machine in perfect harmony. Amazing to watch his skill with a Buggy. Looked great with firearms too, but unfortunately couldn't hit the side of a barn.

Garth "Did I hit that?" Sumpter: A demon with both bow and gun. Scored a whopping 40 on the archery, and an unbelievable two-clays with one shot with the guns.

Gary Penn: Enthusiastic even in the face of adversity. Gal battled on despite his helmet being too small. He shone in the Joust and got a brilliant tan.

Julian Rignall: Provided most of the day's controversy. His speed-training on the quad bikes was never called into play, since we had to perform a controlled accuracy ride.

Julia Coombs: Microprose's representitive. Rather too good at everything for us to go into.

The Events:

Shotgun Hilarity: Blast things on the ground! Blast things in the air! Blast things in the distance! Exploding traps! A





GP Thinks the very slow Quaddy course is a good thing. "Remember, kids. You don't have to go fast to have fun. Choose Life!"



Cone-basher Rignall returns to complete his demolition of crippled conical. Note the fingertip control. Slick or what?

thoroughly responsible time was had by all.

Precision Quads: Yawn! 350cc four-wheel drive all-terrain machines. Responsive, fast and fun. But we had to drive them very, very slowly around a very tight circuit. Frustration penalty-points ahoy!

Buggy Racing: A cross between rallying and dodgems. Ultra-quick big-engined screaming machines gunned round a dusty speed circuit. If only real cars were like this.

Archery: Whizzz! Thukkathukka! The real thing. All balance-weights and finger protectors. String-to-nose. Aim for the bull!

Photos By Garth, Jaz and Julia. Thanks to all at Microprose for a triff day out.



Our Man Douglas gives two-barrels to the local wildlife. He actually didn't hit a thing, but just stared the clays to bits.



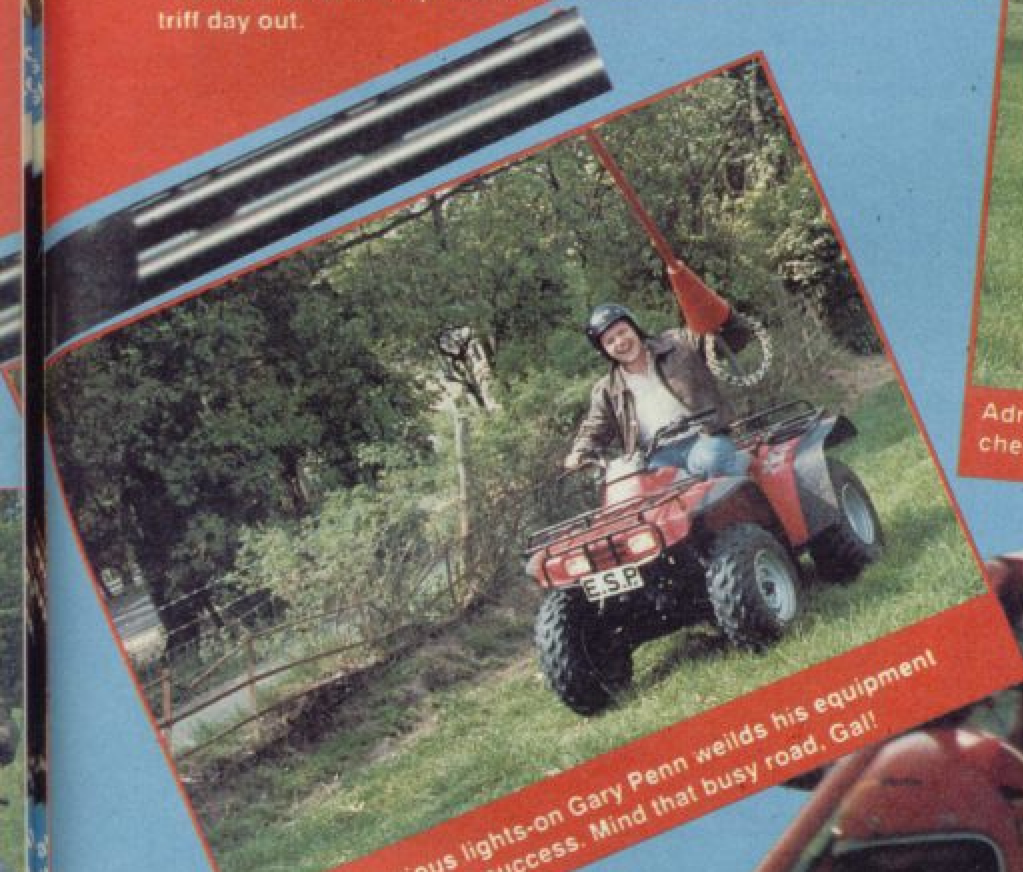
Stirling Moss? Pah! Captain Opposite-Lock makes the back axle earn its keep. Look at those fore-arms go!



Mirror, signal, manoeuvre. Easy does it around the (entirely new and unfair) hairpin bend. But the clock's against him...



Adrenalin pumping like mad. JD can hardly keep his lance in check. Will his hoop-scooping mission be successful?



Safety conscious lights-on Gary Penn weilds his equipment after a major hoop success. Mind that busy road, Gal!

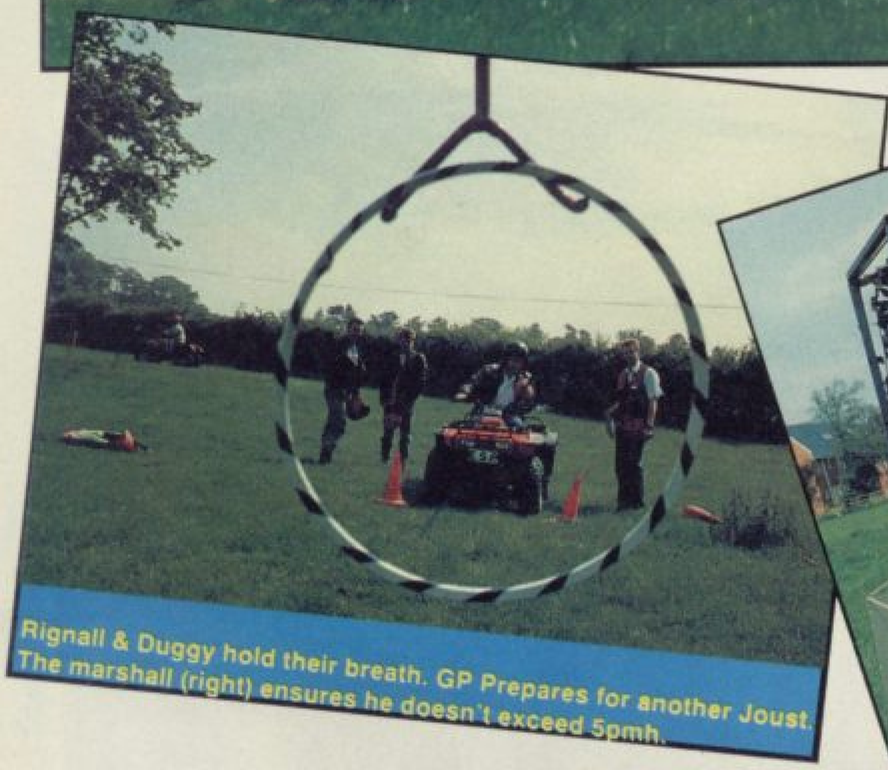


Long haired lunatic in shotgun death bid about to be overpowered by a detective from the Sneaking Up Behind People branch.





The moment that won the day: Sumpter prepares to bag TWO CLAY PIGEONS WITH ONE SHOT!!! Note abstract camouflage colouring on jacket.



Rignall & Duggy hold their breath. GP Prepares for another Joust. The marshall (right) ensures he doesn't exceed 5pmh.



After his Cavalier tyre-puncture hilarity, Garth feels more relaxed with a dune buggy. "Eat dusty grass, Grandma!"



...And finally Mr Sumpter, I'd like you to park safely with your front wheels evenly placed between the cones.


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DELIVERANC

STORMLORD





We all remember Stormlord don't we? It was generally well received and so now, unleased on a sleepy market, is Deliverance - Stormlord II.

Our hero Stormlord, (for it is he), has gone to Hell. This doesn't mean that his friends don't like him because of his anti social tendencies (like killing anything he doesn't like the look of) but he's there on a mission to rescue his friends the fairies who have been captured and are held by the followers of the utterly wicked and seriously anti social, Black Queen. Stormlord must make his way through the underground caves, creep around the crypts, muddle in mines and finally frolic in the forest before reaching heaven where he must face the ultimate bouncer of the biggest club in heaven. Yep! Even St Peter gets into this game and why not?



Stormlord's way is hampered by various evil buggers including cupids, bogey coloured Trolls (Oi! That's my leg!), zombies and vampires all of whom are evil and most of whom smell as if they're well past their sell by date.

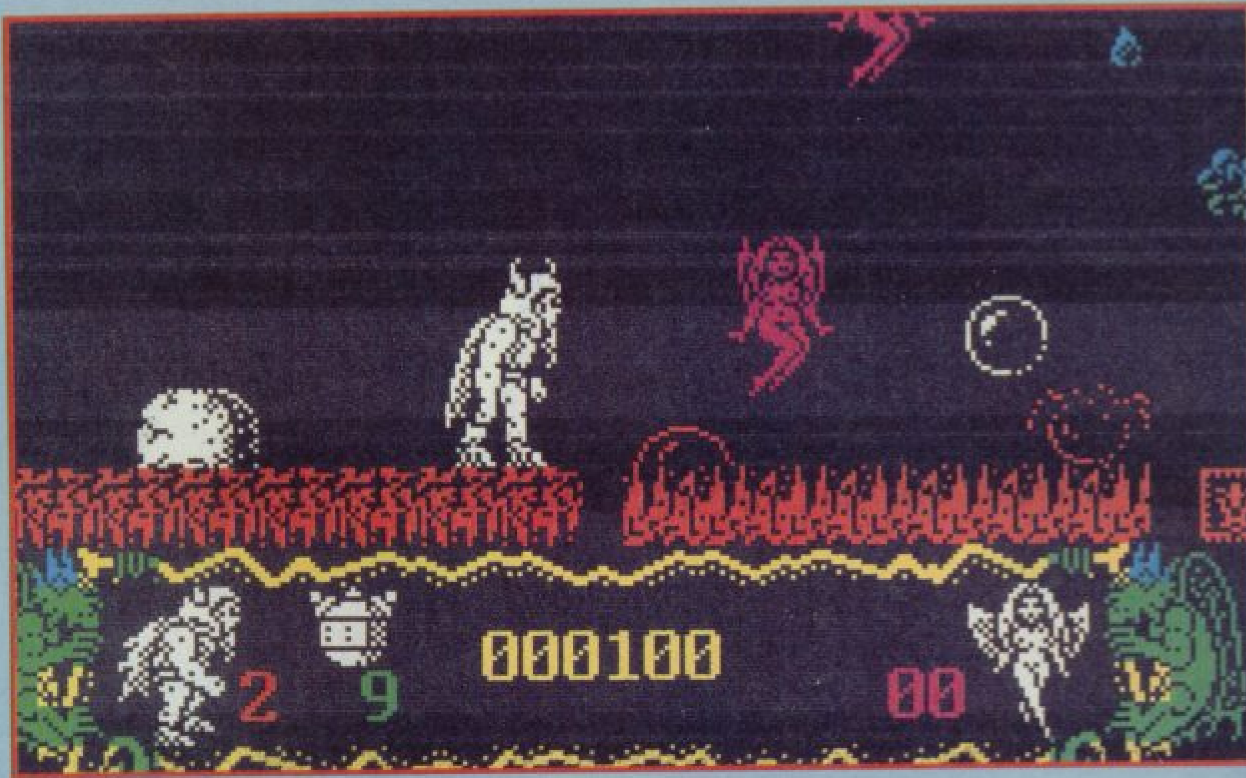
Well, rescuing fairies sounds like a job for someone with a light touch and clean fingernails but Stormlord uses sheer brute force but they are naked girlies after all. There are several weapons that are lying around that he can collect and, using the keyboard to choose one of up to five, use to their best effect. The real crux of the game is that Stormlord can 'climb' the screen using up to three jumps in succession but timing is of the essence 'cos with the little bubbles of doom that float about, death comes very easily; one knock and you're knackered. And that's true for all unmentionable unpleasantnesses.

All sounds pretty death heavy eh? Well it's very difficult to make any steady progress when you first begin and even with 9 (count 'em!) lives, it's tricky. This probably has a lot to do with Rafaelle Cecco who's one half of the programming team. He's sounds



CE

II







like he could be Spanish you see and the Spanish market actually seems to like games that are damned nearly impossible to complete.

So, that aside, what's it like Garfy? Well, it's certainly pretty and the graphics are pretty neat. The death sequence when ol' Stormy looses a life is horrific(ally) funny but the best part must be the unfurnished fairies. I mean you can see everything. It's probably a good job that they're somewhere warm.





SCORES

Graphics	80
Sound	76
Playability	75
Lastability	79

OVERALL 78%

Not one for novices. But will stretch even the best gamers.

Label: Hewson Price: £9.99

GARTH SUMPTER

REVIEW

S.U. EXCLUSIVE!

PRE-V



Judge Dredd sells over 100,000 copies every week of the year and is ordered by 65% of all newsagents in Britain. When Garth found out that Judge Dredd is destined to be appearing on computer in just a few short months, he grabbed his Copygiver pencil, turned it to Super Exclusive Power, pointed it in the direction of Virgin Games and said "Go on punk, make my story!"

Anyone who doesn't know who Judge Dredd is must've spent the last ten years in a juve cube. Dredd was the original cover hero on the very first edition of 2000AD. Eventually, he became so popular that he soon took over a comic of his own.

The plot will revolve around six levels with each being a JD story. Genuine Dreddites should have the drop on newcomers. You may even be able to guess what to do next.

Level 1 involves old JD trying to bring the Fatties to a blubbery halt by closing down all their food dispensers, whilst the next level will see him at the Charles Darwin Block where Prof Fribb accidentally introduces an enzyme into the ventilation system and everyone regresses back to apes. Dredd must close down all the ventilation systems and then arrest Fribb. Levels 3 and 4 see him up against Orlok the mad terrorist who is trying to introduce a drug into one of the Mega City 1's aqua stations which result in Block Mania where towers holding impossible amounts of people attack others. Dredd must destroy the stations output valves and keep Orlok away from the water and chase him to level four where Orlok will try the same idea with Mega City 1's weather station.

The next level sees Block Mania at its height. Dredd must destroy the four main cannons being used in the Block Mania wars before going onto the final level against the Dark Judges. This could be a real toughie, as the Deadworld Judges cross from their dimension to practice their own brand of justice on Dredd's patch. They are of the belief that being alive is against the law and it looks as though old JD may be the only one with a say in the matter.

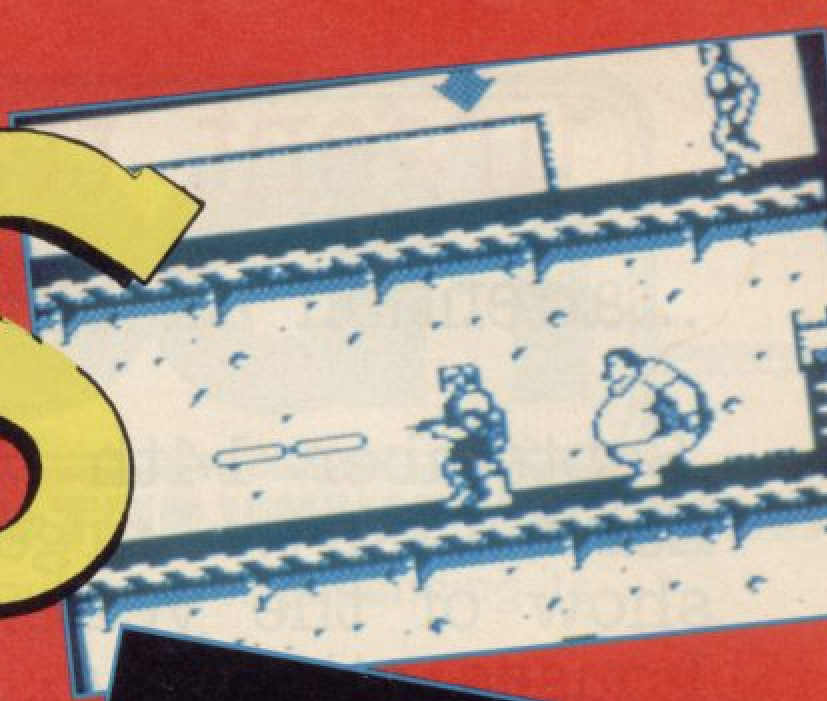
It sounds great so just feast your eyes on these exclusive screen shots and decide for yourself who the Law is!

JUDGE DREDD



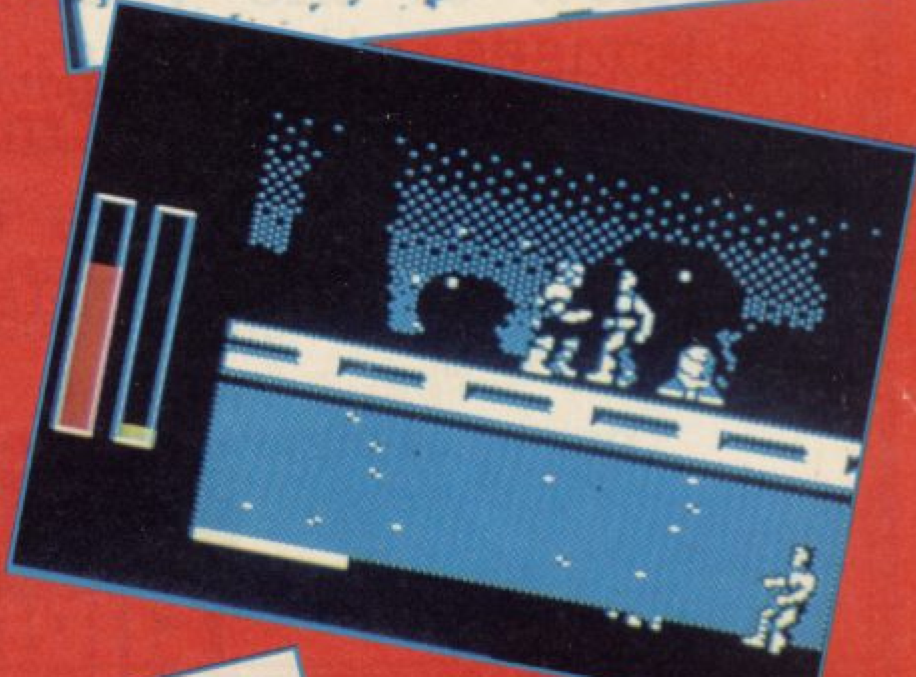


IEWS



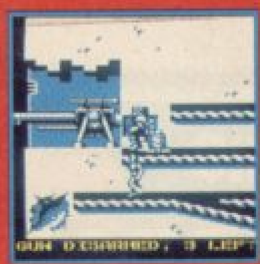
TALKING DREDD'S

Ever wondered what some of the language in 2000A.D. or Judge Dredd actually meant? Yes? Well Drokk it, that just goes to show that you're not a regular reader of Tharg's mighty, thrill-packed organ. How can you miss such a crucial piece of kit. So, just to help a little, here's a little taster of Dredd speak. And for the real JD fans out there, why don't you be honest and see how much you really know?



BRIT-CIT SPEAK

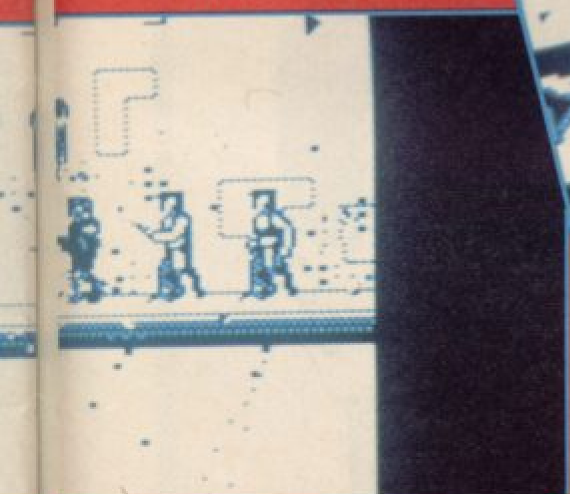
Bonveer — Hello old chap!
Bonjuve — Greeting used between Juves
Bunce — Short for 'Munce beer'
Dosh — Creds
Muncesky — Traditional drink
Perb — A place of refreshment
Robs — Cab drivers
Sneerist ooza — Where's the nearest pub?



MEGA CITY 1 SPEECH

By stomm — By jove
Drokks sake — God's sake
Synthi-caf — Coffee
Synthi-char — Tea
Synthi-plonk — Wine
Grud — God







DREDD SPEAK

Here are a few of things that Dredd has said in various circumstances. They're the sort of things that ONLY old JD himself could say.

"Laws were made to protect the citizens - Not to please them!"
"Nobody's innocent citizen. We're just here to determine the level of guilt."
"These blocks are under arrest!"
"I have the authority to terminate you for the public safety citizen"
"I've tried hard not to kill you, but set this thing down now or I'm going to save myself some paperwork"
"It's not our job to care, only to uphold the law."
"You're making a mockery of the law, and I take that kinda personal!"
"The only freedom you got creep, is the freedom to do what you're told!"
"My job's harassment. You want some?"
"I AM the Law"





BRIT-CIT SPEAK

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Bonjuve — Greeting used between Juves
Bunce — Short for 'Munce beer'
Dosh — Creds
Muncesky — Traditional drink
Perb — A place of refreshment
Robs — Cab drivers
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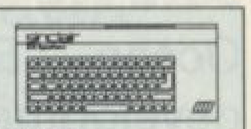
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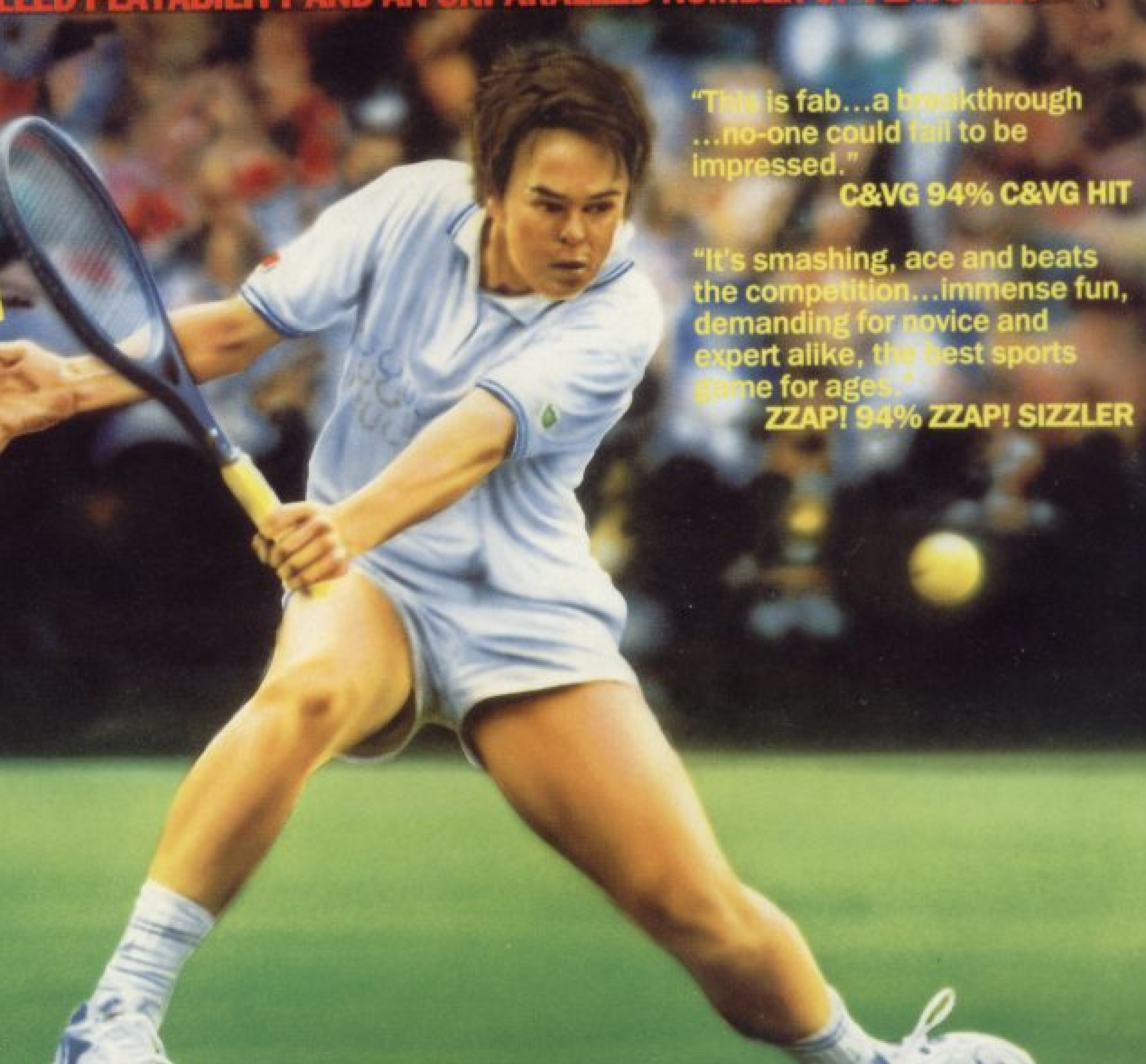
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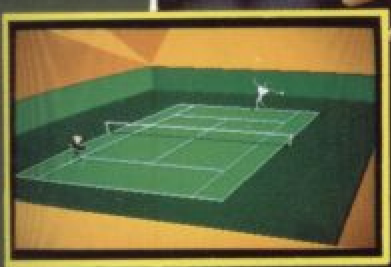
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